

THE ATARI® 800™ HOME COMPUTER SYSTEM

SALESPERSON'S GUIDE



WE'VE
BROUGHT
THE COMPUTER
AGE HOME.™



**SYSTEM OVERVIEW
AND
FEATURES**

ACCESSORIES

**PROGRAM
LOADING
INSTRUCTIONS**

**ATARI
PROGRAM
SUMMARIES**

KITS

**CABLES
AND
CORDS**

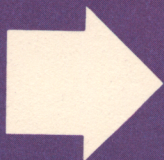
**PRODUCT
COMPARISONS**

**ADVICE
AND
COMMON
QUESTIONS**

System Overview and Outstanding Features

This section introduces the ATARI 800™ Home Computer System. It tells you what your customers receive when they purchase the ATARI 800 Home Computer, and discusses its most outstanding features.

SYSTEM OVERVIEW AND FEATURES

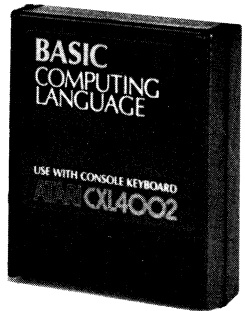


The ATARI 800 Home Computer



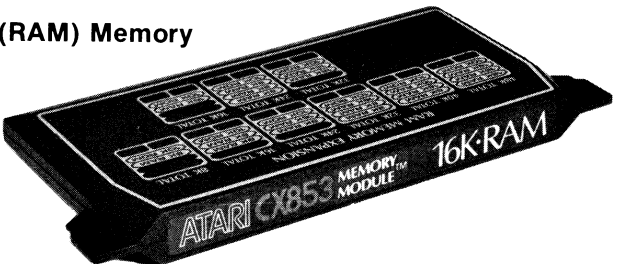
The ATARI 800 Home Computer comes with the following . . .

1) An ATARI BASIC Cartridge



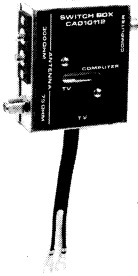
This computer language cartridge is inserted into the computer when you want to program in BASIC or use any prewritten ATARI BASIC program.

2) 16K (RAM) Memory



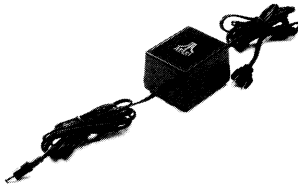
This means you can use ATARI Computer programs which require 16K of RAM or less. RAM memory is stored in "module" form in the ATARI 800 Home Computer.

3) A TV Switch Box . . .



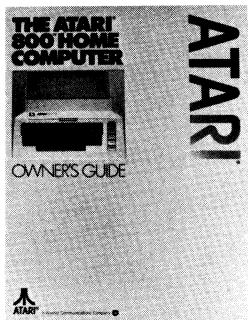
. . .which connects to the back of the television set and allows switching between computer operation and normal TV viewing.

4) A Power Adapter . . .



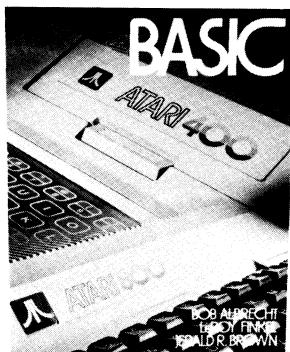
. . .which plugs into an ordinary household power outlet.

5) The ATARI 800 Home Computer Owner's Guide



This easy-to-follow booklet contains pictures and information which show you how to set up the ATARI 800 Home Computer. It also familiarizes you with the ATARI Computer keyboard, offers some sample BASIC programs, and describes how to insert cartridges and expand the memory of the computer. The customer should read this first.

6) ATARI BASIC, A Self-Teaching Guide



This is an introductory self-teaching instruction book for people who are just starting to learn BASIC.

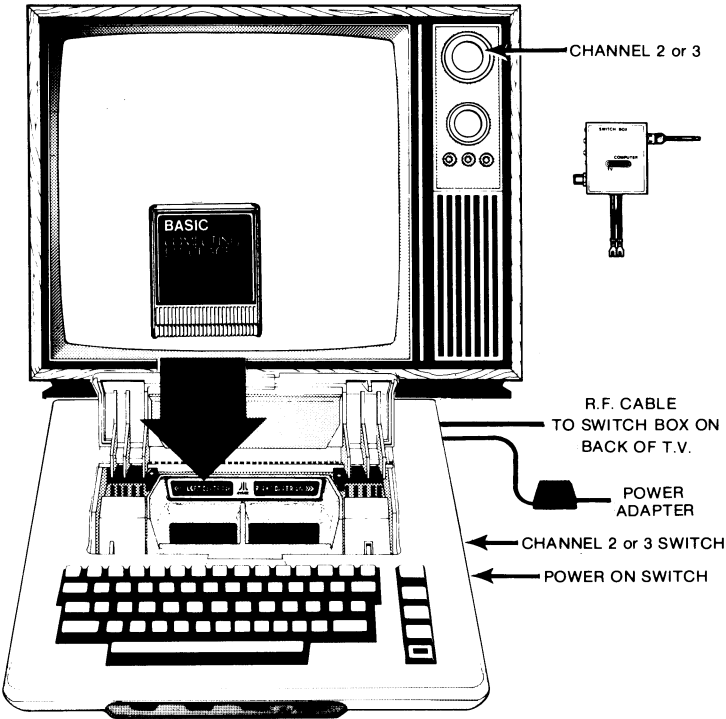
7) The ATARI BASIC Reference Manual



This manual contains information to help your customers get the most out of their ATARI 800 Home Computer when programming with ATARI BASIC's special features.

**Outstanding Features
of the
ATARI 800 Home Computer**

The ATARI 800 Home Computer has many features which set it apart from the other computers currently on the market. The following pages highlight the most outstanding ones. If you wish to see how the ATARI 800 Home Computer compares to other computers in some of these categories, refer to **PRODUCT COMPARISONS**.

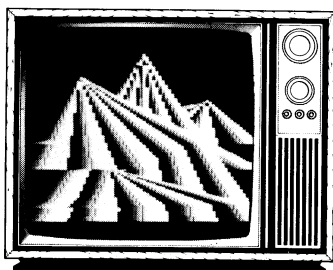
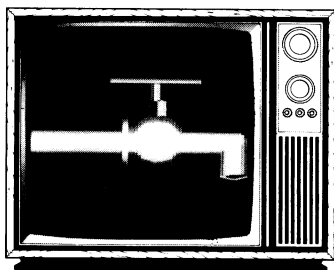
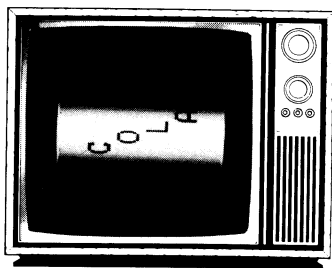
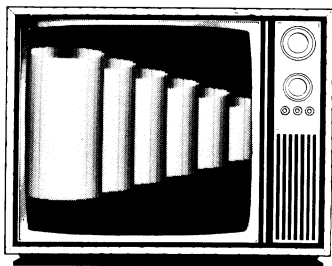


EASY TO SET UP

The ATARI 800 Home Computer can be ready to use minutes after taking it out of the box. It's just a matter of connecting the computer to a television using the TV switch box, and plugging in the power adapter.

GREAT GRAPHICS

The ATARI 800 Home Computer's special chips allow amazing color and graphics. There are 128 colors to choose from, and with the computer's new GRAPHICS CHIP, you can put 16 different colors, or 16 shades of one color, on the TV screen at a time. Three text and nine different graphics modes, with the highest resolution being 320 x 192, provide fantastic graphics displays.

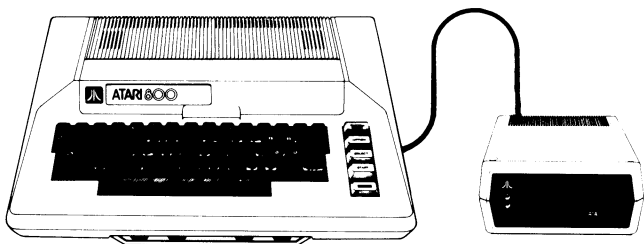


SUPER SOUND

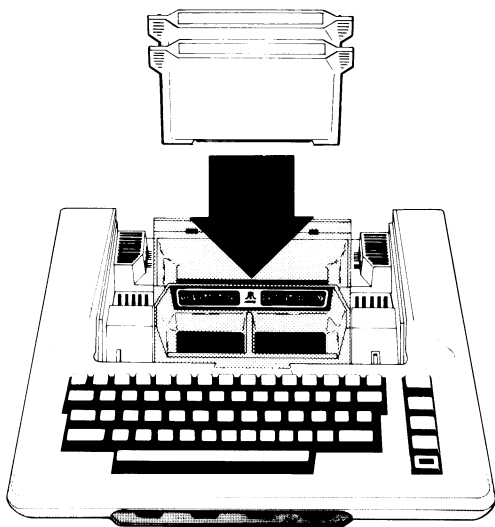
Four independent sound registers, or voices, provide great music and sound effects.

ATARI ACCESSORIES ATTACH QUICKLY AND EASILY

You don't have to know electronics in order to "add on" to the ATARI 800 Home Computer.



EXPANDABLE TO 48K OF MEMORY - AT HOME



Two 16K Memory Modules™ may be purchased to expand the computer to a maximum of 48K. ATARI Memory Modules are easily inserted into the computer by removing the top cover; they cannot be put in the wrong way.





FULL-STROKE KEYBOARD

The ATARI 800 Home Computer has a full-stroke typewriter-like keyboard.

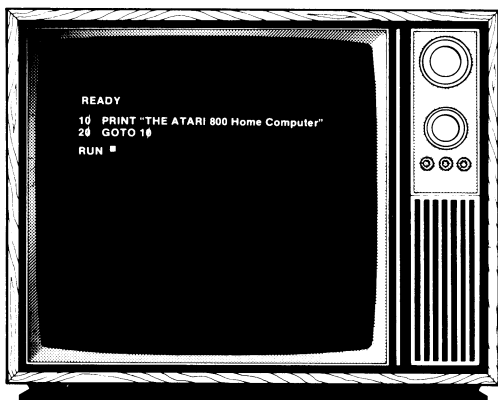


EASY SCREEN EDITING

Special keys which make screen editing easy are . . .

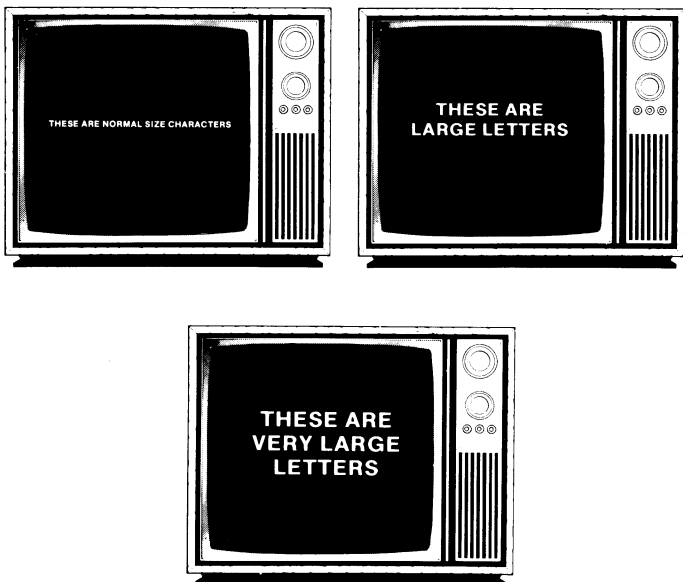
- a) The , , ,  arrow keys (used while pressing the CTRL key), which allow you to move the marker, cursor, easily around the screen.
- b) INSERT and DELETE keys, allowing you to insert or delete characters, words, or entire lines.

CAPITAL AND SMALL LETTERS



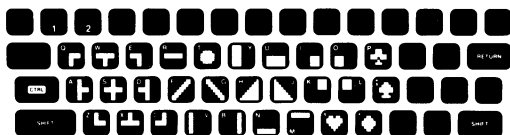
The ATARI 800 Home Computer allows you to type in either UPPER CASE or lower case letters.

THREE DIFFERENT TEXT SIZES



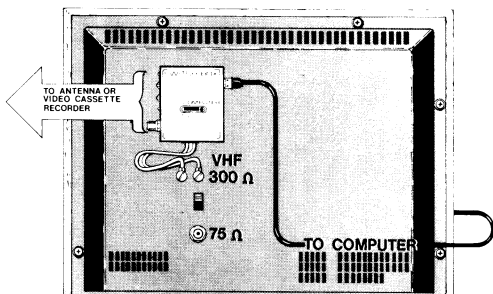
By choosing one of the three text modes, **normal**, **large**, and **extra large** letters can be created with the ATARI 800 Home Computer.

GRAPHICS CHARACTERS



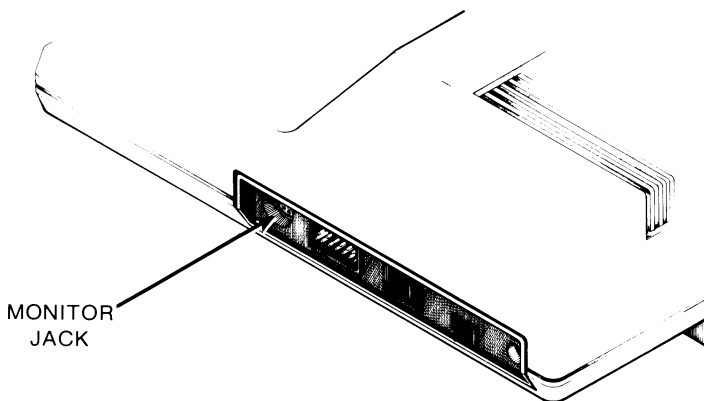
By pressing the CTRL key while typing the letter keys, graphics characters are created on the television screen.

CONNECTS TO ANY TELEVISION



The ATARI 800 Home Computer connects directly to any standard TV using a switch box. No special adapters or modulators are required - they're built into the computer.

MONITORS ALSO

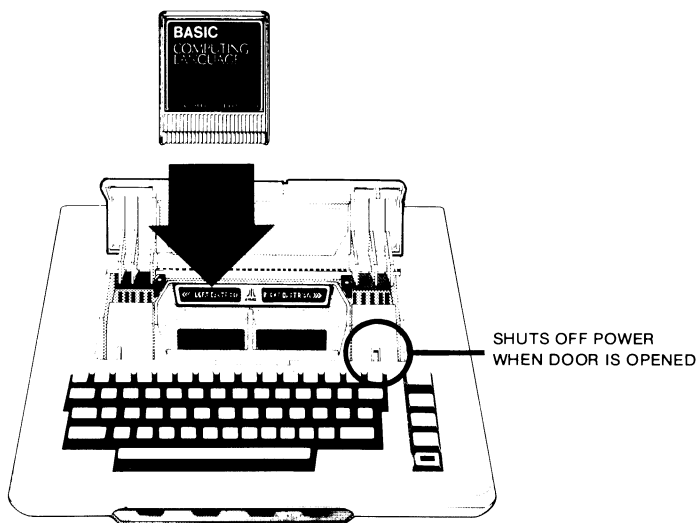


For customers who want a sharper screen display, the ATARI 800 Home Computer can also be used with a video monitor. Again, this capability is built into the computer. ATARI sells cables for both black and white, and color monitors.

SCREEN PROTECTION

The ATARI 800 Home Computer has a built-in screen protection mode. If someone leaves the computer ON, but does not touch the keyboard for nine minutes, the computer begins to cycle through different colors, preventing ghost image damage to the TV screen. This method has been used successfully with millions of ATARI video games.

AUTOMATIC POWER SHUT-OFF

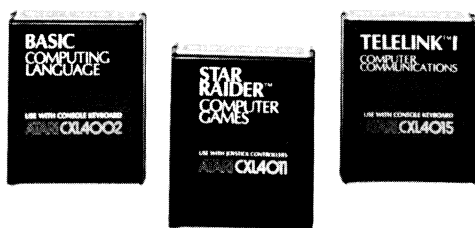


The power on the ATARI 800 Home Computer shuts off automatically when the top is opened to insert program cartridges or expand the memory.

THREE TYPES OF SOFTWARE STORAGE AVAILABLE

Just as a stereo turntable needs records in order to make music, a computer needs its "software programs" in order to function. The ATARI 800 Home Computer uses three types of software storage. Each one has its distinct advantages . . .

First, there are ATARI Program Cartridges



ATARI pioneered this method of software storage with their ATARI Video Computer System™. The cartridges used with the ATARI 800 Home Computer are not limited to games, however. They also include programming languages, as well as cartridges which give you special power, such as linking your home computer with other computers using the telephone. The ATARI Computer Cartridges are designed to be easy to use, to not wear out, and to not be accidentally changed or erased.

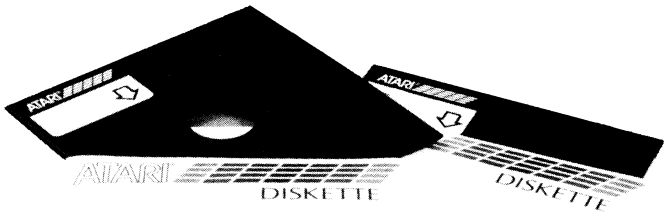
Note: ATARI Home Computer Program Cartridges are not interchangeable with ATARI VCS™ (Video Game) Cartridges.

Second, there are ATARI Cassette Programs



With the purchase of the ATARI 410™ Program Recorder, not only can you use ATARI computer programs which have been prerecorded on cassette tape, but you can also save programs you have written yourself. Another advantage of the ATARI cassette system is that one of the two recording tracks may be used for music or voice, making programs such as Conversational Spanish possible.

Third, ATARI Diskette Programs

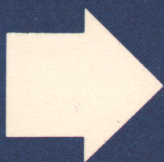


A diskette (sometimes called a floppy or flexible diskette) is like a thin record which can be used over and over. Unlike a record, however, the information (programs or files) on a diskette can be erased so new information may be stored on it. Also, many different files may be stored on the same diskette, yet it takes only seconds to load each one into the computer's memory.

Accessories

This section describes the home computer accessories available from ATARI. These, and the computer itself, make up the **HARDWARE** of the ATARI 800 Home Computer System

ACCESSORIES



Major Accessories (also called Peripherals)

The ATARI 410™ Program Recorder

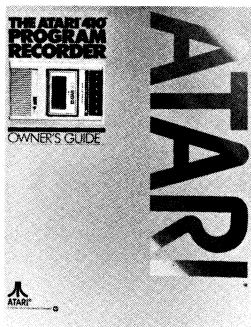


The ATARI 410 Program Recorder is required to use any cassette program. Its main features are:

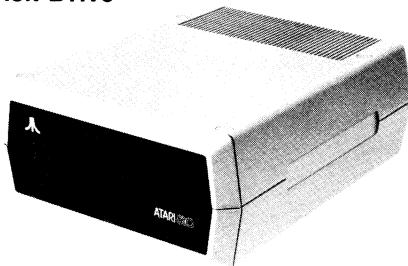
- **EASE OF INSTALLATION** - The ATARI 410 Program Recorder has two cords. The power cord goes into an ordinary wall outlet, and the other cord goes into any available standard input/output port, like the one on the side of the ATARI 800 Home Computer . . . It's that easy.
- **USES STANDARD CASSETTE TAPES** - With the ATARI 410 Program Recorder, you can use prerecorded ATARI Cassette Programs, or you can save programs that you write yourself.
- **VOICE TRACK AVAILABLE** - Only one cassette tape track is used for computer program storage, the other can be used for playing recorded music or voice.
- **INEXPENSIVE** - The ATARI 410 Program Recorder is less expensive than the ATARI 810™ Disk Drive.

Included with the
ATARI 410 Program Recorder . . .

An Owner's Guide



The ATARI 810™ Disk Drive

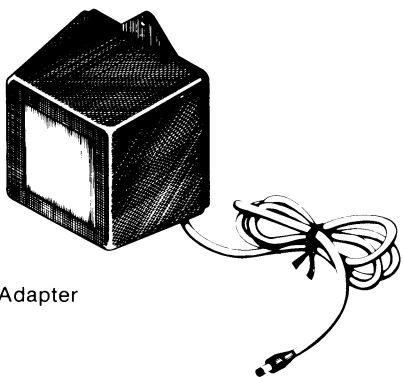


The ATARI 810 Disk Drive is a necessary accessory when you want to use pre-written diskette programs or save your own programs on diskette; it uses standard 5-1/4 inch floppy diskettes and connects directly to the ATARI 800 Home Computer.

There are many advantages to diskette program storage . . .

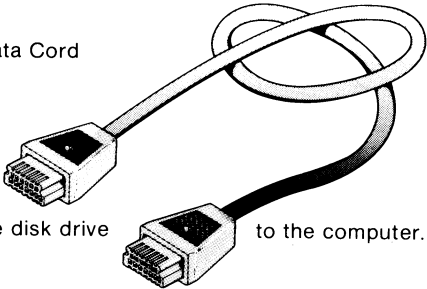
- **SPEED** - Saving and retrieving programs on diskette is much faster than with a cassette, most programs load in seconds not minutes.
- **EFFICIENCY** - One floppy diskette can hold twice as much information as the ATARI 800 Home Computer's maximum memory; many different programs may be stored on the same diskette.
- **EASE OF USE** - When you tell the computer to find a program on a diskette, the computer takes over. You never have to "fast forward" or "rewind" in order to find the exact storage location of a particular program.
- **CONVENIENCE** — With the ATARI 810 Disk Drive and blank diskettes, you can quickly and easily make back-up copies of the files you create, or the programs you write.

Included with the
ATARI 810 Disk Drive . . .



A Power Adapter

An Input/Output Data Cord



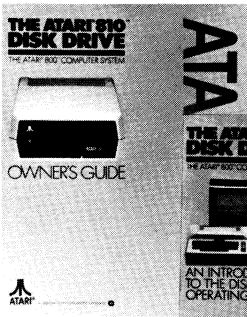
to connect the disk drive to the computer.

One Blank Formatted Diskette on which to store your programs.

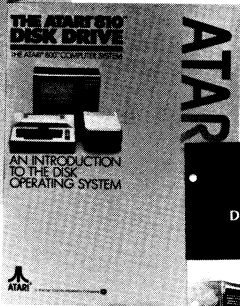


One "Master Diskette"

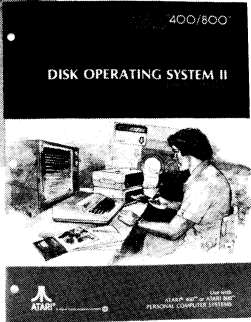
This contains the Disk Operating System II (DOS II), the program that allows the computer to communicate with the disk drive.



An Owner's Guide

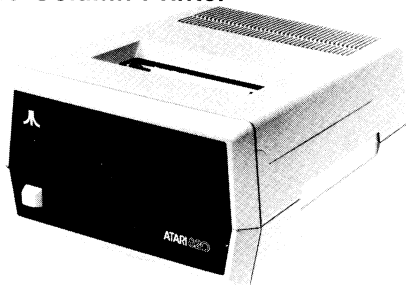


An Introduction To The Disk Operating System
This manual explains what DOS is.



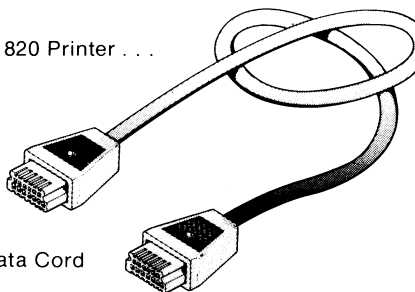
The Disk Operating System II Reference Manual
This is a technical DOS information manual.

The ATARI 820™ 40-Column Printer

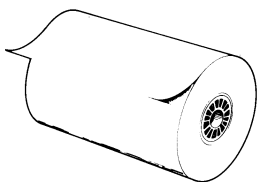


This printer, which prints up to 40 characters across the paper, may be used with the ATARI 800 Home Computer to list out programs or print out information. The ATARI 820 Printer connects directly to the computer with the I/O data cord and has a built-in power cord.

Included with the ATARI 820 Printer . . .



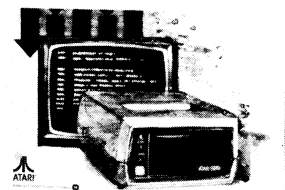
An I/O Data Cord



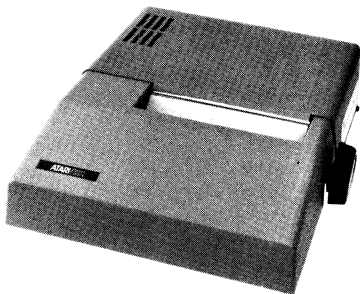
A Roll of Printer Paper



An Owner's Guide



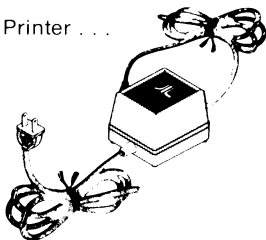
The ATARI 822™ Thermal Printer



This is a quiet 40-column printer with graphic capabilities (with the proper program, it can print out pictures on paper). This printer also connects directly to the ATARI 800 Home Computer with the I/O data cord.

Included with the ATARI 822 Thermal Printer . . .

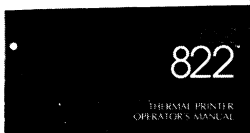
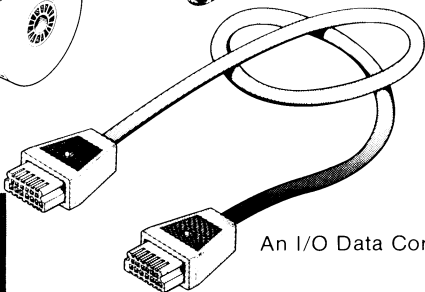
A Power Adapter



One Roll of Special Thermal Paper



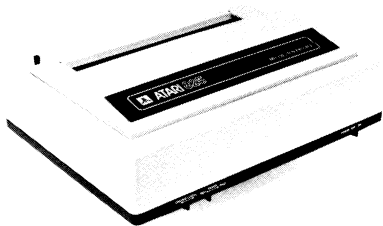
An I/O Data Cord



An Owner's Guide

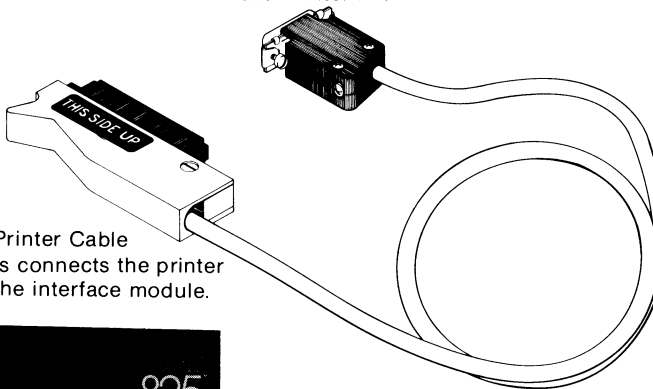


The ATARI 825™ 80-Column Printer



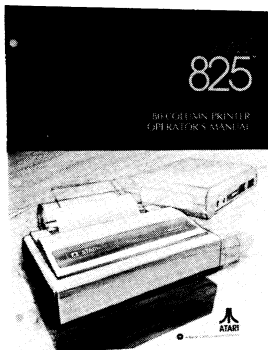
This is the printer used by people who want to print out information on 8-1/2 inch letter size paper, so it's good for a home office or for personal correspondence. The ATARI 825 Printer can print on many different types of paper, including ordinary single sheet typing paper. It can print in three different type styles and in double size or condensed type. This is the printer used with the ATARI Word Processor program. **The ATARI 850™ Interface Module is a necessary accessory when using the ATARI 825 Printer. The printer has a built-in power cord.**

Included with the ATARI 825 Printer . . .



A Printer Cable

This connects the printer to the interface module.



An Owner's Guide

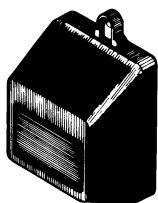
Note: Paper is not included

The ATARI 830™ Acoustic Modem

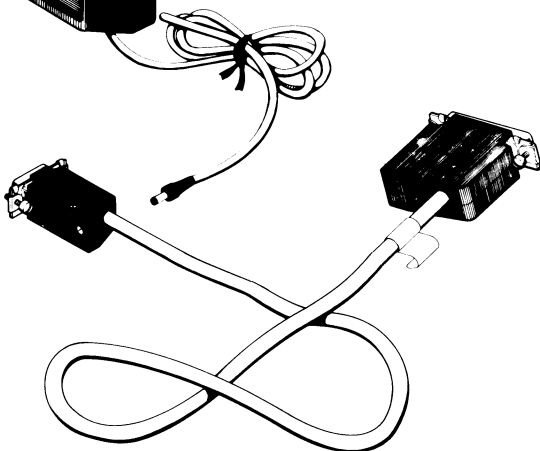


This is used with the ATARI 800 Home Computer for computer-telephone communications, or telecommunications; it is included with the ATARI 850 Interface Module and the TeleLink™ 1 Cartridge in The Communicator™ kit. Using these additional accessories, the ATARI 800 Home Computer can communicate with other computers and information networks over the telephone.

Included with the ATARI 830 Acoustic Modem . . .

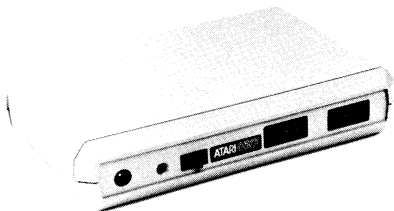


An Acoustic Modem Power Adapter
This is different from the power adapter used with the computer and the interface module.



An Interface/Modem Cable
This is used to connect the modem to the interface module.

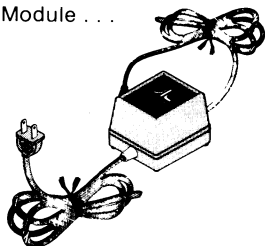
The ATARI 850™ Interface Module



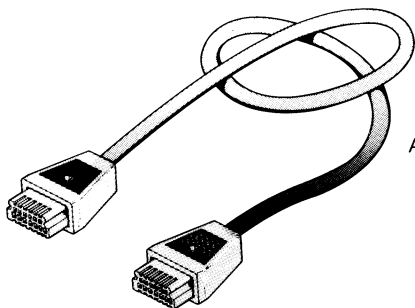
The ATARI 850 Interface Module is required when you want to use the ATARI 800 Home Computer with the ATARI 825 80-Column Printer or the ATARI 830 Acoustic Modem. It connects directly to the computer with the I/O data cord. In addition, the interface module is often used by computer hobbyists to connect the ATARI 800 Home Computer to specialized computer equipment. In technical terms, it has one Centronics-type parallel port and four RS232C ports.

Included with the ATARI 850 Interface Module . . .

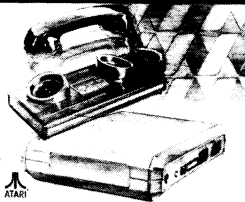
A Power Adapter



An I/O Data Cord

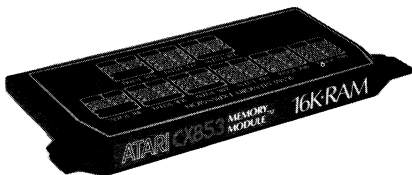


An Owner's Guide



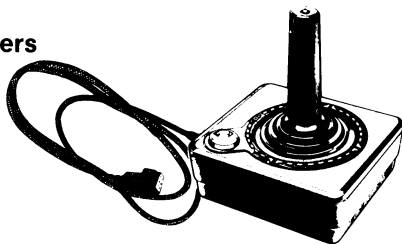
Additional Accessories

16K Memory Modules™



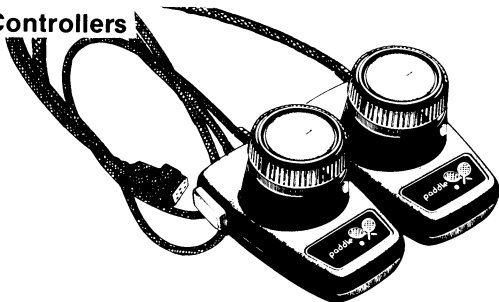
ATARI 16K Memory modules, enclosed in plastic and easily inserted into the ATARI 800 Home Computer, are used to increase the memory capacity (Random Access Memory or RAM) from 16K to a maximum of 48K. To use a 48K program such as the ATARI Word Processor, two extra 16K Memory Modules must be put into the computer.

Joystick Controllers



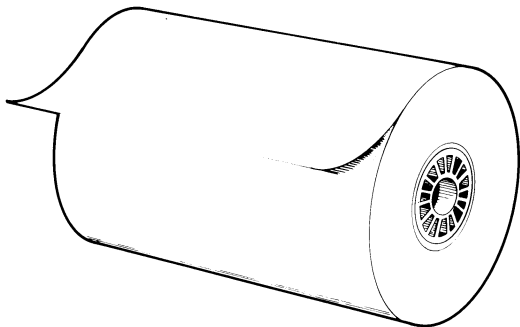
Joysticks are used for a variety of games and other applications. They are the same as the ones that come with the ATARI Video Computer System™. Many people learn to write their own ATARI BASIC programs that use a Joystick. It is a very useful tool anytime you need to move an object on the TV screen up, down, right, or left. Two Joystick Controllers come with The Entertainer™ kit.

Paddle Controllers



Paddle Controllers are used with the Super Breakout™ game, and are the same as those sold with the ATARI Video Computer System. Some people write ATARI BASIC programs that use a Paddle Controller for such things as playing a scale of musical notes or moving an object on the TV screen.

ATARI 825 80-Column Printer Paper



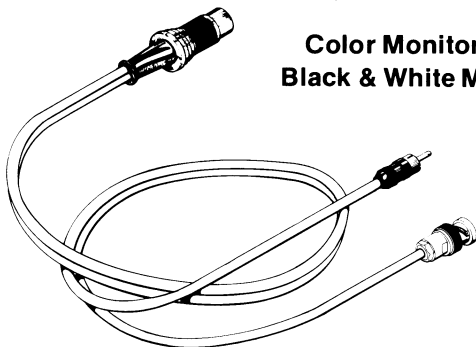
This is 8-1/2 inch wide roll paper, very useful for listing computer programs or for printing rough drafts of letters and documents with the ATARI 825 Printer. It is not letter-quality paper.

ATARI 810 Blank Diskettes



These are standard 5-1/4 inch blank floppy diskettes to be used with the ATARI 810 Disk Drive. They are sold in a box of five.

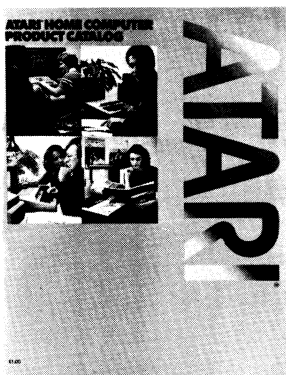
Color Monitor Cable and Black & White Monitor Cable



The Color Monitor Cable and the Black and White Monitor Cable, which must be purchased separately, are described in the section on CABLES AND CORDS.

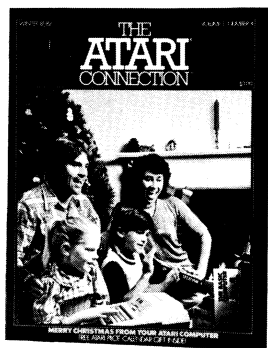
In addition to the instructional literature packaged with each ATARI Home Computer product, there is a selection of books and reference manuals which can be purchased separately. They are . . .

The ATARI Home Computer Product Catalog



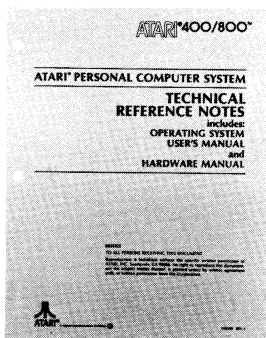
This catalog contains complete information on all ATARI Home Computer products.

THE ATARI CONNECTION™

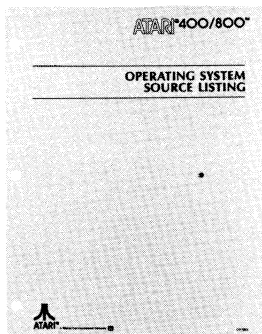


This is a quarterly magazine for ATARI Home Computer owners. The magazine contains information about new ATARI software and hardware, and various articles of interest to home computer owners. Each person who buys an ATARI Home Computer will receive one free issue when they send in their warranty card.

ATARI 400/800 Technical Reference Notes (C016555)

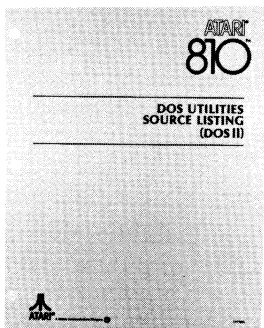


This technical reference manual consists of two parts, the Operating System Users Manual and the Hardware Manual. They contain very technical information for programmers, hobbyists, and engineers who understand computers and want to better understand how the ATARI 400/800 Home Computers operate.



Operating System Source Listing (C017893)

This contains technical information which is sometimes used by people who thoroughly understand computers.



Disk Operating System Utilities Source Listing, DOS II (C017894)

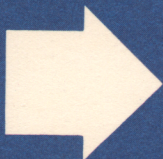
This contains technical information on DOS. Again, this information is not for the novice.

Program Loading Instructions

The following pages outline the steps for loading the three different types of software into the ATARI™ 800 Home Computer.

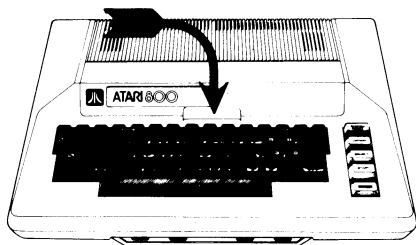
Also included is a brief discussion on DOS (Disk Operating System), the program that operates the ATARI 810™ Disk Drive, plus instructions for loading BASIC programs from diskette.

PROGRAM LOADING INSTRUCTIONS

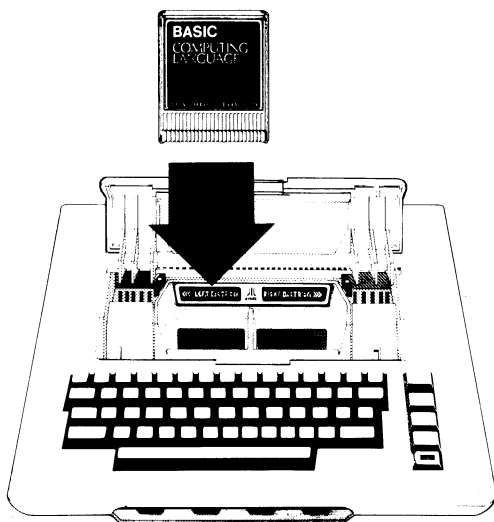


LOADING CARTRIDGE PROGRAMS

As simple as 1,2,3...



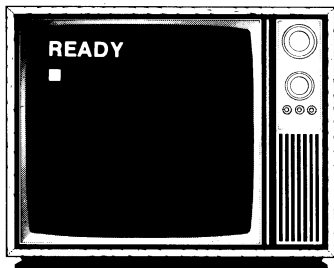
1. Open the cartridge door, by pulling on the release panel.



2. With the title facing you, gently, but firmly, insert the cartridge into the left cartridge slot.
3. Close the cartridge door and make sure the TV and the computer are ON.

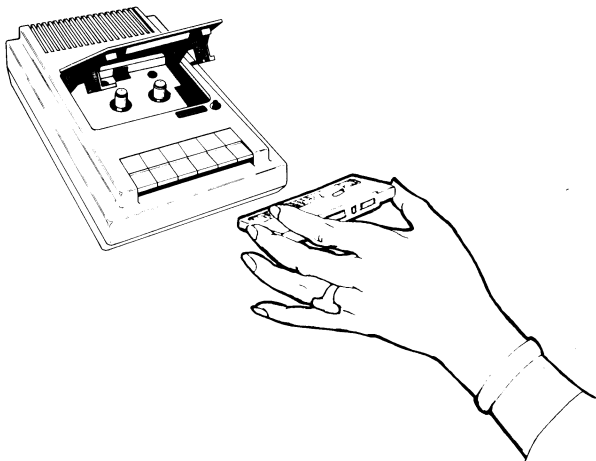
LOADING PROGRAMS (WHICH USE A BASIC CARTRIDGE) FROM CASSETTE

With the BASIC Cartridge in the ATARI 800 Home Computer, the TV screen should look like this:



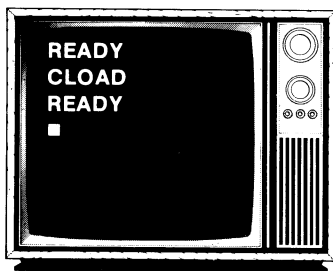
Now . . .

1. Open the cassette door of the ATARI 410 Program Recorder, by pressing the STOP/EJECT button. Slide the cassette into the slots in the door, title facing up, tape facing you. Close the cassette door.



2. Press down the REWIND button, and look through the cassette door to see if the tape is rewinding. When the tape stops rewinding, press the STOP/EJECT button.
3. Press down the PLAY button on the program recorder.
4. Type CLOAD on the computer keyboard, then press the RETURN key TWICE.

5. Make sure the TV volume is up, and then listen for a sound like a 2000 pound canary chirping. When this stops, another READY will appear on the TV screen.



(With some cassette programs, you may get extra instructions on the screen).

6. If no further instructions appear, type RUN, and press the RETURN key. You will usually have to wait about two or three minutes while the program loads. When it is loaded, the program will run automatically.

PROBLEMS?

If you get ERROR messages (such as ERROR 138 or 143) on the TV screen, make sure the connections to the program recorder and the computer have been made properly. Press the SYSTEM RESET key on the computer, go back to step 2, and try again.

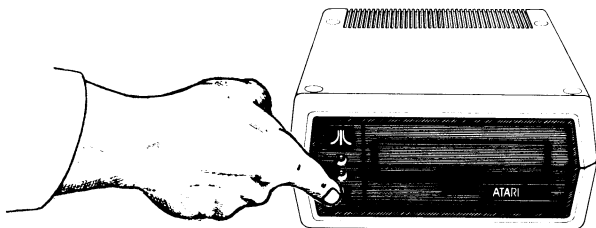
If you still can't get the program to load, consult the ATARI 410 Program Recorder Owner's Guide for further instructions.

Make sure the computer contains the correct number of Memory Modules for the program you are trying to load.

LOADING PROGRAMS FROM DISKETTE

Most programs are loaded from diskette following the steps below, but some require special loading procedures. Be sure to check the instructions included with each program diskette.

Start with all the equipment, except the TV, turned OFF.

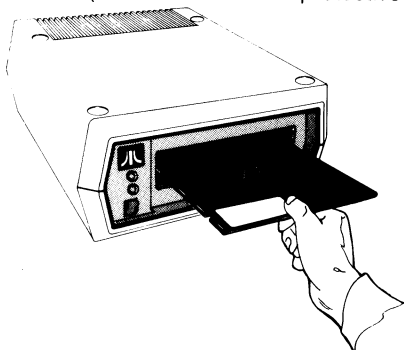


1. Press the POWER switch on the ATARI 810 Disk Drive to the ON position.

A couple of things will happen:

- a) The POWER ON and BUSY lights will glow.
- b) The disk drive will make some spinning sounds for about five or six seconds. When it stops, the BUSY light will go off.

2. Open the disk drive door, by pressing the release button.
3. Remove the program diskette from its white protective cover. **BE SURE TO FOLLOW PROPER DISKETTE HANDLING PROCEDURES** (see the back of the protective cover).



4. Carefully insert the diskette into the ATARI 810 Disk Drive, label facing up, in the direction of the arrow on the label. When the diskette clicks into place, close the disk drive door.

5. Check to see if the program you are loading requires a cartridge. If it does, insert the cartridge into the left cartridge slot of the ATARI 800 Home Computer.

The following ATARI diskette programs . . .

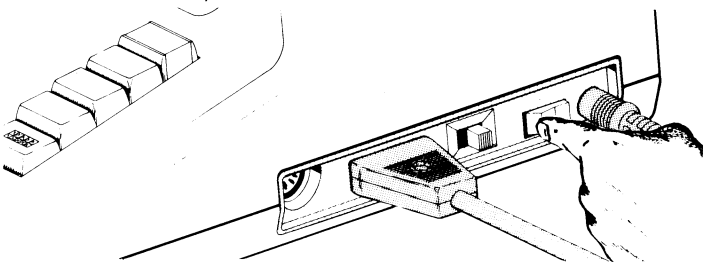
REQUIRE THE BASIC CARTRIDGE

Bond Analysis
The Bookkeeper
My First Alphabet™
Personal Financial Management
System™
Stock Analysis
Stock Charting

USE NO CARTRIDGE

Caverns of Mars™
The Home Filing Manager™
ATARI Macro Assembler and
Program-Text Editor™
ATARI Microsoft BASIC
ATARI Word Processor

6. Turn the computer ON.



All the ATARI diskette programs described above load automatically. Follow the instructions on the screen or in the owner's guide to use each program.

The procedure you have just followed, to use the disk drive with the computer, is called "BOOTING THE DISK DRIVE".

Problems?

1. BOOT ERROR

Did you remember to close the door of the disk drive?
Did you remember to turn ON the disk drive before the Computer?

2. ERROR-144

Did you try to write information onto one of the program diskettes?

3. Make sure the computer contains the correct number of Memory Modules for the program you are trying to load.

DOS II

DOS II (Disk Operating System II) is a program which does two things:

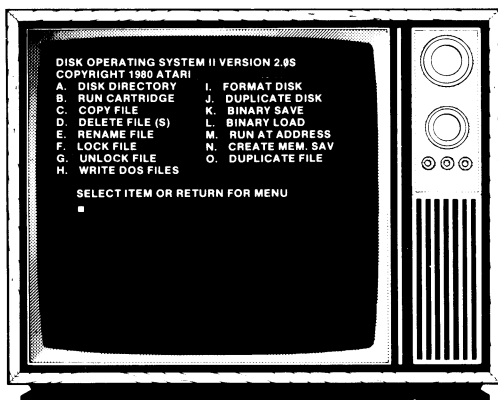
- It allows the ATARI 800 Home Computer and the ATARI 810 Disk Drive to talk to each other.
- It also performs a variety of disk storage functions at the command of the user.

DOS is essential to use the ATARI 810 Disk Drive, and is included with it, in the form of the Master Diskette II.

To take a closer look at some of the most commonly used functions of DOS II, first it must be loaded into the ATARI 800 Home Computer. Insert the ATARI BASIC Cartridge into the left slot of the computer, and follow the instructions on the preceding pages for LOADING PROGRAMS FROM DISKETTE.

YOU HAVE JUST LOADED DOS II INTO THE COMPUTER'S MEMORY

Now type DOS on the computer keyboard, and press the RETURN key . . .



. . . This is called the DOS "menu".

Once DOS is in the computer, you can do a number of things, such as . . .

- Store programs and other information on diskettes
- Move information from one diskette to another
- Run programs stored on a diskette
- And more

Generally, you do this by typing the letter of the function (ITEM) you want, and pressing the RETURN key.

So anytime you see the prompt . . .

SELECT ITEM

. . .it means type the letter of the ITEM (A to O) and press the RETURN key.

The Disk Directory

For instance, type A (from the menu A. DISK DIRECTORY), and press the RETURN key. The computer responds:

DIRECTORY--SEARCH SPEC, LIST FILE?

Just press RETURN again.

The computer now lists all the "files" (programs and information) on the diskette, how much room each one takes up on the diskette, and the remaining room on the diskette. This "A. DISK DIRECTORY" ITEM will be very useful once you start storing your own programs on diskettes.

When you see this prompt on the TV screen . . .

TYPE RETURN FOR MENU

. . . Press the RETURN key to bring back the DOS menu.

Formatting The Diskette

Information cannot be stored on the DOS II Master Diskette (it is "write-protected"). A formatted (erased and prepared for storage) diskette, which is also included with the ATARI 810 Disk Drive, is used instead. New blank diskettes purchased separately, however, have usually not been pre-formatted. You must do this yourself, using the DOS menu.

To do this . . .

1. Open the door of the ATARI 810 Disk Drive, and remove the Master Diskette II.
2. Insert a blank diskette. Close the disk drive door.
3. Type I (from the menu I. FORMAT DISK) on the computer keyboard and press RETURN. The computer will ask:

WHICH DRIVE TO FORMAT?

4. Type D1 and press the RETURN key. (This tells the computer you want to use the diskette in drive #1.) Now you are asked to do one more thing:

TYPE "Y" TO FORMAT DISK 1

This is your last chance to change your mind, since formatting a diskette also erases it, if you happen to have something stored on it already.

5. To format the diskette, type Y and press the RETURN key. When the spinning stops and the BUSY light goes out, the diskette is formatted and ready to be used for storing information.

Writing DOS Files

Anytime you start to use the ATARI 810 Disk Drive with the ATARI 800 Home Computer, the first diskette placed in the disk drive must have DOS on it. The Master Diskette II has DOS on it. So do all the ATARI program diskettes, even though with many of these you will never see DOS appear on the TV screen.

To write DOS onto one of your own blank diskettes, after it has been formatted, do the following:

After the prompt SELECT ITEM. . .

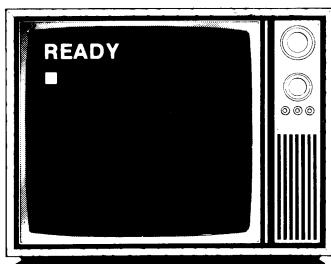
1. Type H (from the menu H. WRITE DOS FILES) and press the RETURN key.
2. The computer responds with DRIVE TO WRITE DOS FILES TO?
To indicate drive #1, type D1 and press the RETURN key.
3. The computer responds with TYPE "Y" TO WRITE DOS TO
DRIVE 1. Type Y and press the RETURN key.

Now DOS II, currently in the computer's memory, will be stored on the diskette. It still remains in the memory, however, until the computer is turned OFF.

Saving BASIC Programs on Diskette

If you want to write a program in ATARI BASIC, type B (from the menu B. RUN CARTRIDGE) and press the RETURN key. This turns control of the computer from DOS II over to the ATARI BASIC Cartridge.

The DOS menu will now disappear from the TV screen , and this . . .



. . .will appear instead. The ATARI 800 Home Computer is now ready to be programmed in BASIC.

```
Example  10  PRINT "HELLO ATARI 810 DISK DRIVE" RETURN
          20  GOTO 10                                RETURN
```

To save the program on diskette. . .

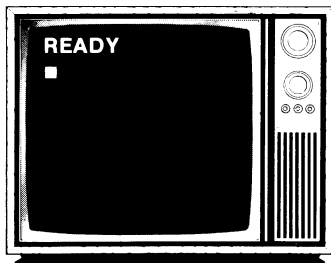
Type SAVE "D: (name of program)" and press the RETURN key. Choose a name with eight letters or less. For example:

SAVE "D:HELLO"

Loading BASIC Programs From Diskette

If you want to load this program from the diskette into the computer and run it. Do the following:

Make sure the TV screen looks like this . . .



Type RUN "D:HELLO" and press the RETURN key.

Problems?

1. BOOT ERROR

Are you trying to start up the disk drive and computer with a diskette that does not have DOS on it?

2. ERROR-130

Is the disk drive properly connected to the computer?
Is the disk drive ON?

3. ERROR-144

Make sure you are not trying to save programs on a "write-protected" diskette, such as an ATARI Program diskette or Master Diskette II.

4. ERROR-170

When you tried to load a BASIC program from diskette, did you spell the name of the program correctly?

Are you sure the program you are trying to load is on the diskette that's in the disk drive?

ATARI Program Summaries

This section lists all the programs ATARI offers for the ATARI 800™ Home Computer. The programs are described in alphabetical order, and the following information is provided for each:

Program Form (Cartridge, Cassette or Diskette)

Program Summary

Required Accessories

ATARI PROGRAM SUMMARIES



The ATARI 800 Home Computer Programs described on the following pages are presented in this order . . .

1. An Invitation to Programming™ 1:
Fundamentals of Programming
2. An Invitation to Programming™ 2:
Writing Programs One and Two
3. An Invitation to Programming™ 3:
Introduction to Sound and Graphics
4. Assembler Editor
5. Asteroids™
6. ATARI BASIC
7. Basketball
8. Biorhythm
9. Blackjack
10. Bond Analysis¹
11. The Bookkeeper
12. Caverns of Mars™
13. Centipede™
14. Computer Chess
15. Conversational French
16. Conversational German
17. Conversational Italian
18. Conversational Spanish
19. Energy Czar™
20. European Countries & Capitals
21. Graph It™
22. Hangman
23. Home Filing Manager™
24. Kingdom™
25. ATARI Macro Assembler and Program-Text Editor™
26. Mailing List
27. Master Diskette II
28. ATARI Microsoft BASIC
29. Missile Command™
30. Mortgage & Loan Analysis¹
31. Music Composer™
32. My First Alphabet™

Programs Continued . . .

33. PAC-MAN²
34. Personal Financial Management System™
35. ATARI PILOT (With "Turtle" Graphics)
36. SCRAM™ (A Nuclear Power Plant Simulation)
37. Space Invaders³
38. ATARI Speed Reading
39. Star Raiders™
40. States & Capitals
41. Statistics 1
42. Stock Analysis¹
43. Stock Charting¹
44. Super Breakout™
45. TeleLink™ I
46. 3-D Tic-Tac-Toe
47. Touch Typing
48. Video Easel™
49. ATARI Word Processor

¹ A Control Data CYBERWARE™ product manufactured under license from Control Data Corporation©1980

² Trademark of Bally Midway Mfg. Co. licensed by Namco-America Inc.

³ Trademark of Taito America Corporation

An Invitation to Programming™ 1: Fundamentals of Programming

Program Form: One Cassette

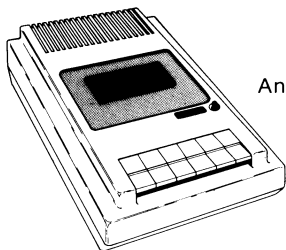


Summary:

This program consists of six lessons that introduce you to the capabilities of ATARI Home Computers, and the fundamentals of programming in ATARI BASIC. The main topics covered on this self-teaching cassette are: the computer keyboard, PRINT statements, math calculations, color, graphics, and sound. A recorded voice asks questions, waits for your response, and indicates when you are correct.

What you need to use it . . .

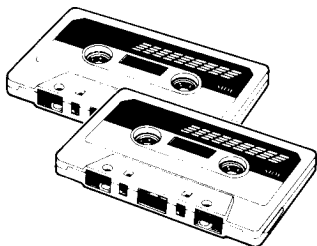
An ATARI BASIC Cartridge



An ATARI 410 Program Recorder

An Invitation to Programming™ 2: Writing Programs One and Two

Program Form: Two Cassettes

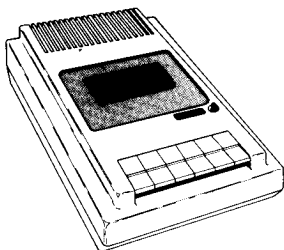


Summary:

These are the cassettes that teach you how to write your own programs in BASIC, the most popular home computer language. After completing the lessons on these two cassettes, you will have been introduced to FOR-NEXT loops, subroutines, PEEK and POKE, and many more instructions used in ATARI BASIC. A workbook is also included with this program package.

What you need to use it . . .

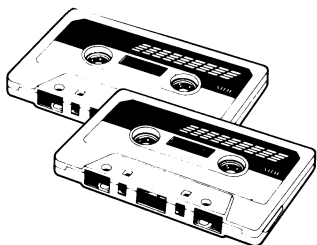
An ATARI BASIC Cartridge



An ATARI 410 Program Recorder

An Invitation to Programming™ 3: Introduction to Sound and Graphics

Program Form: Two Cassettes

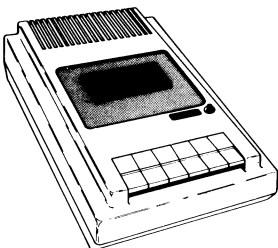


Summary:

These two cassettes concentrate on the unique sound and graphics features of ATARI Home Computers. The "Introduction to Sound" cassette teaches you how to write simple songs in ATARI BASIC. It covers elementary music theory, and the commands used to program the desired pitch, purity, and loudness levels. The "Introduction to Graphics" cassette explains color registers, graphics characters, SETCOLOR and POSITION statements, and the different graphics modes. A workbook is also included with this program package.

What you need to use it . . .

An ATARI BASIC Cartridge



An ATARI 410 Program Recorder

Assembler Editor

Program Form: One Cartridge



Summary:

The Assembler Editor cartridge allows you to write your own programs in assembly language, a language that is faster than BASIC, but more difficult to understand.

Note: This package (cartridge and manual) assumes you have read an introductory book on assembly language, and that you are already familiar with the screen editing and CONTROL features of ATARI Home Computers. **Beginners should be warned that assembly language programming is difficult to master.**

No additional accessories required.

Assembler Editor

Program Form: One Cartridge



Summary:

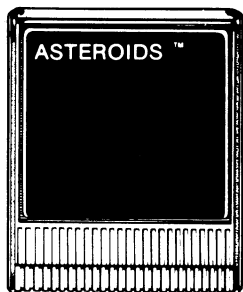
The Assembler Editor cartridge allows you to write your own programs in assembly language, a language that is faster than BASIC, but more difficult to understand.

Note: This package (cartridge and manual) assumes you have read an introductory book on assembly language, and that you are already familiar with the screen editing and CONTROL features of ATARI Home Computers. **Beginners should be warned that assembly language programming is difficult to master.**

No additional accessories required.

Asteroids™

Program Form: One Cartridge

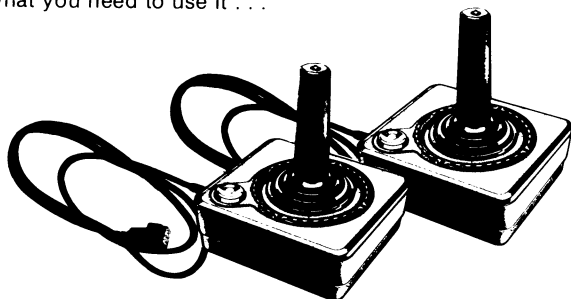


Summary:

This is the computer version of the popular ATARI game found in arcades.

Use the photon cannon to defend your spacecraft against enemy asteroids. They get smaller, swifter and more dangerous all the time! Move your spacecraft around with the Joystick Controller: right or left to point it, and forward to thrust. Fire an unlimited supply of ammunition by pressing the red button. If you want to shield your spaceship from an asteroid attack, pull back on the Joystick. Press SELECT to choose one of the many different game, and player-number options. Press START to begin the game.

What you need to use it . . .



Joysticks

(One to four, depending on the number of players)

ATARI BASIC

Program Form: One Cartridge



Summary:

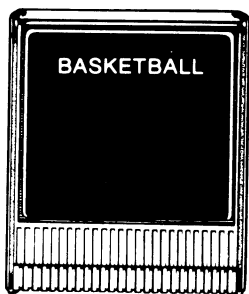
BASIC stands for Beginner's All-Purpose Symbolic Instruction Code. It is one of the easiest computing languages to learn, and is available on most computers. ATARI BASIC takes advantage of the many features of ATARI Home Computers, such as color and graphics, sound synthesis, and the use of special controllers. The BASIC cartridge is needed to run any programs written in ATARI BASIC.

Although no additional accessories are required, most people will want to purchase the ATARI 410 Program Recorder, or the ATARI 810™ Disk Drive to store their programs. Many people will also want to purchase a printer, to list their programs on paper.

For sample BASIC programs to impress your customers, turn to
ADVICE AND COMMON QUESTIONS.

Basketball

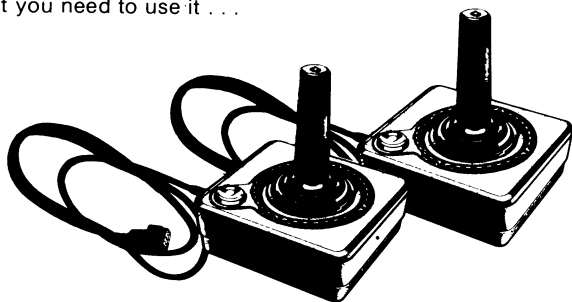
Program Form: One Cartridge



Summary:

There are five game variations in this cartridge. Choose the one you want by pushing the SELECT key. Each involves different numbers of players. The players on the screen dribble the ball automatically; you aim the ball by pressing the Joystick button, and shoot by releasing it. Game 1 is you against a player controlled by the computer. Game 2 involves you and a partner against two computer players. Game 3 places two players against a team of another player and a computer player. Game 4 involves four players, and Game 5 has two players; there are no computer players in either Game 4 or 5. Press START to begin the game.

What you need to use it . . .



Joysticks

(One to four, depending on the number of players)

Game 1 uses Controller Jack 1

Game 2 uses Jacks 1 and 2

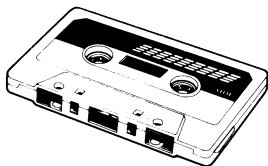
Game 3 uses Jacks 1, 2, and 3

Game 4 uses Jacks 1, 2, 3 and 4

Game 5 uses Jacks 2 and 3

Biorhythm

Program Form: One Cassette



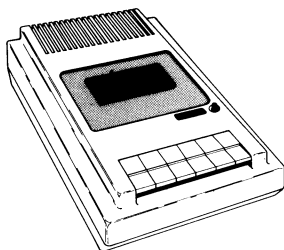
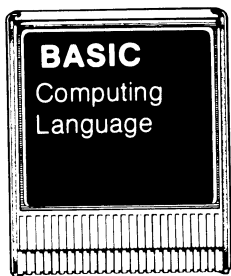
Summary:

Using your birthdate, this program will plot a biorhythm chart for you on the television screen, or on paper using an ATARI printer. The computer calculates your physical, emotional, and intellectual high, low, and critical days for any time period within one year.

Note: Since scientific proof of the accuracy of biorhythm predictions has not been demonstrated, this program is not intended to be used as the final word in determining your well-being.

What you need to use it . . .

An ATARI BASIC Cartridge



An ATARI 410 Program Recorder

A Birthdate "03/18/50"

Blackjack

Program Form: One Cassette



Summary:

The computer is the dealer in this version of the casino game. You place your bet, and then decide whether to stand, draw another card, or double down, in an effort to reach 21. The computer will always hit on 16, and stand on 17.

Press START to begin a new game.

To place your bet, type in a number (don't use a \$) and press the RETURN key.

To draw another card, type Y

To stand, type N

To double down, type D

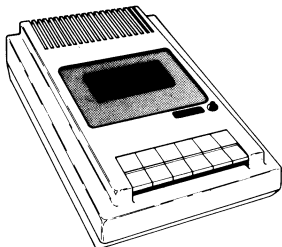
RETURN

RETURN

RETURN

What you need to use it. . .

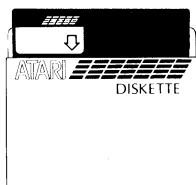
An ATARI BASIC Cartridge



An ATARI 410 Program Recorder

Bond Analysis*

Program Form: One Diskette

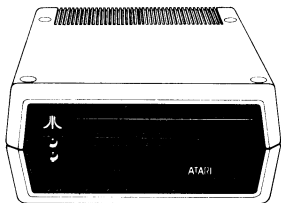
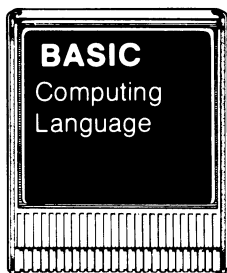


Summary:

Use your ATARI 800 Computer to calculate bond investments. Compute the price and interest for bonds, and figure the redemption values and yields at maturity. The program also calculates before-tax yield on bonds. It does not provide for state or federal taxes.

What you need to use it . . .

An ATARI BASIC Cartridge



An ATARI 810 Disk Drive



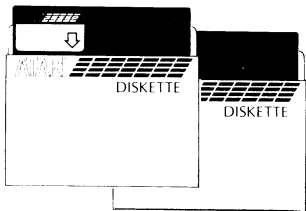
An additional 16K Memory Module

* A Control Data CYBERWARE™ product manufactured under license from Control Data Corporation © 1980

The Bookkeeper

This is a new product; check the availability date.

Program Form: Two Diskettes



Summary:

The Bookkeeper by ATARI provides your customers with a powerful accounting system to meet the requirements of home businesses. No background in accounting is needed to get The Bookkeeper to produce comprehensive reports, such as General Ledger, Invoice Register, and Cash Disbursement reports. It will also keep track of debts and receivables, and print out monthly, quarterly and year-end Profit and Loss Statements. One program diskette is used to enter information into the computer, the other to print the reports.

Included with The Bookkeeper are: two program diskettes; a training diskette, containing a sample company's records; a blank formatted diskette; The Bookkeeper Simplified Guide; and The Bookkeeper User's Guide, which is both a program training manual and an accounting reference guide.

What you need to use it . . .



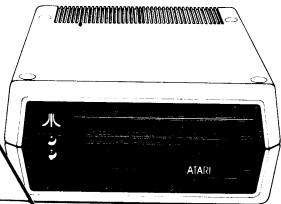
An ATARI BASIC
Cartridge



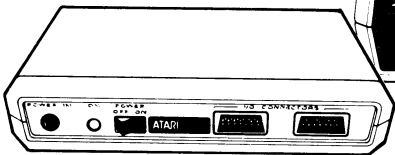
Two additional 16K
Memory Modules



An ATARI 825 80-Column Printer
(Or a comparable printer)



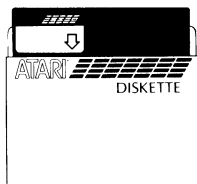
An ATARI 810 Disk Drive



An ATARI 850 Interface Module

Caverns Of Mars™

Program Form: One Diskette



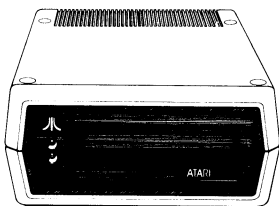
Summary:

Pilot your fighter craft beneath the surface of Mars. Use your Joystick to fly through caverns, destroy enemy ships and fuel depots, and dodge aerial mines and energy barriers that appear in your path downward. Your mission is to activate the fusion bomb in the Martian headquarters and get out quickly. Once the fuse has been set, you have to escape to the surface. If you succeed, you go back into another cavern, on another mission.

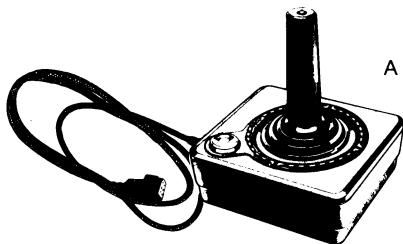
Press OPTION to choose from four different skill levels. When you are ready, press START to begin. Maneuver around the screen with the Joystick and press the FIRE BUTTON to shoot at enemy contacts. This game is for one player only. **This program uses NO cartridge.**

What you need to use it . . .

An ATARI 810 Disk Drive



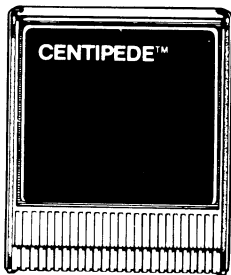
A Joystick



Centipede™

This is a new product; check the availability date.

Program Form: One Cartridge

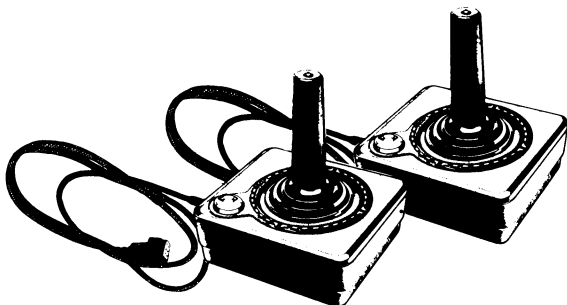


Summary:

You must protect your garden from centipedes, spiders, fleas and scorpions in this fast-paced game. The Joystick controls your bug sprayer. When you are not being threatened by bugs, you must try to clear out the mushrooms that crowd the garden.

Press SELECT to choose between one or two player games. Press START to begin. To fire your "sprayer", press the Joystick FIRE button.

What you need to use it . . .

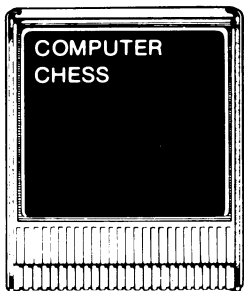


Joysticks

(One to two, depending on the number of players)

Computer Chess

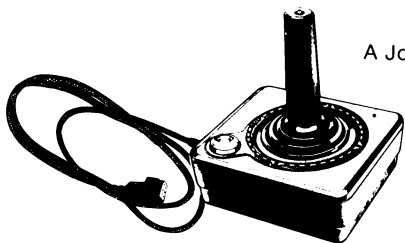
Program Form: One Cartridge



Summary:

It's you against the computer in Computer Chess. Moves are made with a Joystick . . . push the red button to signal which piece you want to move, and push the button again to complete the move. Eight different skill levels may be selected by pressing the SELECT key; the skill level may be changed anytime during the game. Skill levels 1 through 7 get progressively more difficult. Level 8, however, is the easiest level. Press START to begin the game. (When you begin, your color is white and the computer's is black. To change colors, push the OPTION key.)

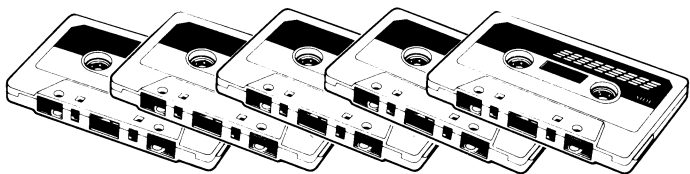
What you need to use it . . .



A Joystick

Conversational French Conversational German Conversational Italian Conversational Spanish

Program Form: Five Cassettes

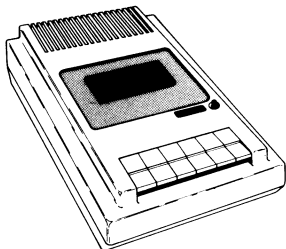


Summary:

Each of these program packages includes a workbook and five program cassettes that provide written and oral language lessons. Phrases and descriptive color pictures are displayed on the television screen, while an instructor's voice pronounces each phrase correctly. You may stop the lesson at certain points to practice, and then continue when you're ready.

What you need to use it . . .

An ATARI BASIC Cartridge



An ATARI 410 Program Recorder

Energy Czar™

Program Form: One Cassette



Summary:

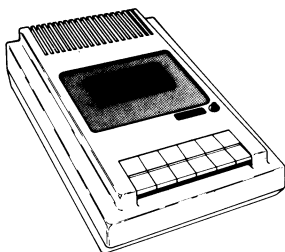
Energy Czar is an educational simulation of a country's energy situation. You have unlimited power to regulate eight different energy resources: coal, oil, natural gas, uranium, hydro-electric power, solar power, wind power, and biomass. You can promote or restrict supplies, ration them, raise or lower taxes on them, regulate prices, and tighten or loosen governmental controls. Your decisions determine the welfare of the economy, and whether or not the public thinks you are doing a good job. For a short simulation, try regulating prices . . .

Press A to choose a "Pro Fossil" bias
Press P to prepare to regulate PRICES
Press F and then N O W to FREEZE PRICES on
NATURAL GAS, OIL and WIND
Press M to return to the MENU
Press E to ENACT LEGISLATION

Note: Do not press the RETURN key after typing the letters.

What you need to use it . . .

An ATARI BASIC Cartridge



An ATARI 410 Program Recorder

European Countries & Capitals

Program Form: One Cassette

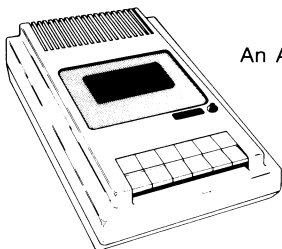
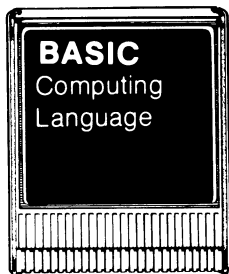


Summary:

This educational program is designed to teach the geography of Europe. The computer randomly selects a country and outlines it against a map of Europe. It is your job to guess the country, then its capital. The game proceeds until all of the countries and capitals have been covered. Remember to press the RETURN key after each guess.

What you need to use it . . .

An ATARI BASIC Cartridge



An ATARI 410 Program Recorder

Graph It™

Program Form: Two Cassettes



Summary:

Graph It may be used to create bar charts, pie graphs, two- and three-dimensional graphs, and polar plots on the television screen. The Joystick Controller may be used to locate X, Y, and slope values of two- and three-dimensional graphs.

For a sample pie graph of sports . . .

Load the "Bar Charts/Pie Graphs" program.

Type P and press the	RETURN key.
Type FAVORITE SPORTS	RETURN

To name three pie slices, type . . .

JOG	RETURN
SWM	RETURN
SKI	RETURN

Now press the START key.

To create values for each pie slice, type . . .

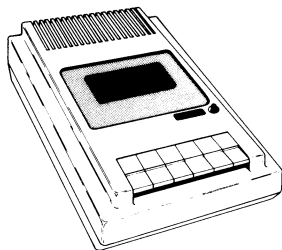
150	RETURN
80	RETURN
35	RETURN

For a subtitle, type CLUB MEMBERS	RETURN
-----------------------------------	--------

This program automatically calculates percentages.

What you need to use it . . .

An ATARI BASIC Cartridge



An ATARI 410 Program Recorder

Hangman

Program Form: One Cassette

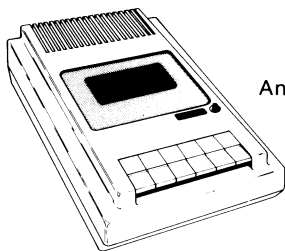
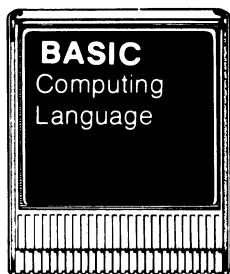


Summary:

This is a computer version of the word game Hangman. The computer picks a word and you try to guess it one letter at a time. The alphabet is displayed at the top of the screen. Make your guesses, either by moving the marker to the desired letter with the Joystick, or by typing the letter on the keyboard. There are 3 levels of difficulty, selected by pressing the OPTION key. Press START to begin.

What you need to use it . . .

An ATARI BASIC Cartridge



An ATARI 410 Program Recorder

The Home Filing Manager™

This is a new product; check the availability date.

Program Form: One Diskette

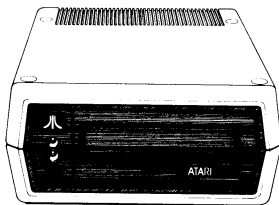


Summary:

This easy-to-use computer program turns the ATARI 800 Home Computer into an advanced electronic 3x5 index card filing system.

Unlike the traditional box of 3x5 cards, however, each card displayed on the television screen will be saved on diskette and filed automatically, in alphabetical or numerical order. One diskette can be used to store as many as 700 cards, depending upon the amount of information on each card. The cards stored on a diskette may be sorted or viewed in order, or by phrase, key words, or titles. The information on each card may also be printed on paper using any ATARI printer, making The Home Filing Manager very useful for addresses, home inventories, recipes, personal records, etc. Included with each package is a blank diskette, and an owner's guide. **This program uses NO cartridge.**

What you need to use it . . .



An ATARI 810 Disk Drive

Kingdom™

Program Form: One Cassette

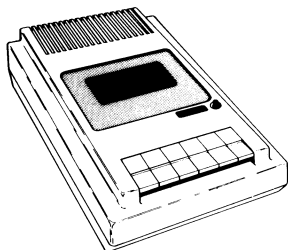


Summary:

This program, which helps teach mathematical skills, involves a small agricultural city. At the start of the game, the city has 1000 acres of land, 100 people, and 3000 bushels of grain in storage. It is your job to successfully manage this kingdom for 10 years. If you are successful (you provide enough food for your people), you are allowed to retain your kingdom for another term.

What you need to use it . . .

An ATARI BASIC Cartridge



An ATARI 410 Program Recorder

ATARI Macro Assembler and Program-Text Editor™

This is a new product; check the availability date.

Program Form: One Diskette

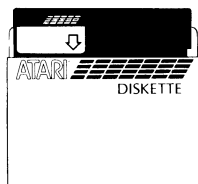


Summary:

The ATARI Macro Assembler and Program-Text Editor make up a software package for the advanced programmer. It is for those customers who want to write and edit fast and efficient programs in 6502 assembly language. This package also contains two instructional manuals and a quick-reference card. **This program uses NO cartridge.**

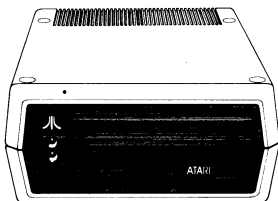
What you need to use it . . .

One Blank Diskette



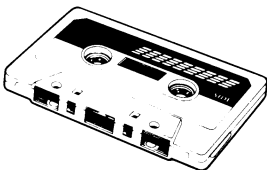
An additional 16K Memory Module

An ATARI 810 Disk Drive



Mailing List

Program Form: One Cassette

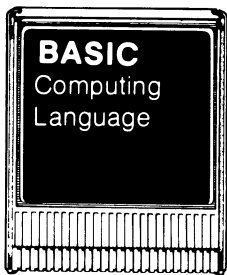


Summary:

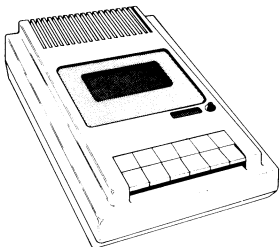
Mailing List may be used to record names, addresses and other information for personal or home office use. In addition to the Mailing List program, the cassette contains a General List program which lets you keep track of household inventories. The lists may be sorted alphabetically, and labels or lists may be printed with an ATARI printer.

What you need to use it . . .

An ATARI BASIC Cartridge



An additional 16K Memory Module



An ATARI 410 Program Recorder

Master Diskette II (DOS II)

Program Form: One Diskette

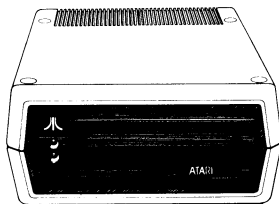


Summary:

DOS, which stands for Disk Operating System, is the program that allows the ATARI 800 Home Computer to communicate with the ATARI 810 Disk Drive. It must be loaded into the computer's memory anytime the disk drive is used. DOS stays in the memory even when other computer programs are being used, and remains there until the computer is turned OFF. This diskette contains DOS II, instead of DOS I, which is the newest version of DOS for the ATARI Home Computer System.

The package contains one Master Diskette II program diskette, one blank formatted Diskette II, and the Disk Operating System II Reference Manual.

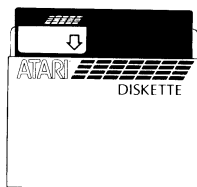
What you need to use it . . .



An ATARI 810 Disk Drive

ATARI Microsoft BASIC

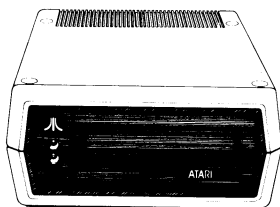
Program Form: One Diskette



Summary:

Microsoft BASIC is an advanced version of BASIC, which is similar in format to the Microsoft BASICs used with many other computers. In addition to the standard set of commands and capabilities featured in ATARI BASIC, ATARI Microsoft BASIC provides extended graphics control, added sound capabilities, automatic program line numbering and renumbering, program merging, and several new commands for added program control. Programs created by the user may be stored onto diskettes for later use. **This program uses NO cartridge.**

What you need to use it . . .



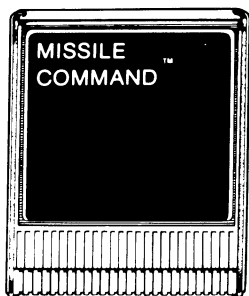
An ATARI 810 Disk Drive



An additional 16K Memory Module

Missile Command™

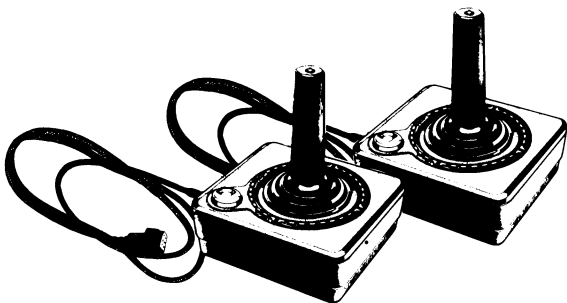
Program Form: One Cartridge



Summary:

Defend six major cities from attack using your missile base. After each battle with the enemy missiles and satellites, your points are totalled based upon how many cities you've protected, and how many missiles you have remaining. Successive battles increase in difficulty until all cities have been destroyed. Use the Joystick Controller to move the marker to the selected target area, and press the red button to launch the defense missiles at the target. Press SELECT to choose between one and two player games. Press START to begin the game.

What you need to use it . . .



Joysticks /

(One to two, depending on the number of players)

Mortgage & Loan Analysis*

Program Form: One Cassette



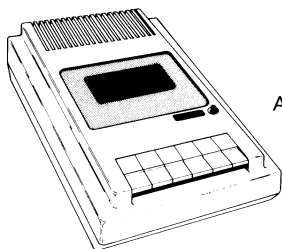
Summary:

The Mortgage & Loan Analysis program allows you to compare mortgage terms, including monthly payments and total interest payments, with varying rates of interest. For example: If you wanted to buy a house for \$79,000 and you had \$18,000 for a down payment, this program could tell you what your monthly payments would be on a 30 year mortgage, at various interest rates.

What you need to use it . . .



An ATARI BASIC Cartridge



An ATARI 410 Program Recorder

* A Control Data CYBERWARE™ product manufactured under license from Control Data Corporation © 1980

Music Composer™

Program Form: One Cartridge



Summary:

This program is both educational and entertaining. The musical staff is displayed on the TV screen, and notes (covering three octaves) and rests may be entered measure-by-measure. Once the music is entered, you can arrange the phrases to suit your ear; they can be played separately or together; the volume can be adjusted for each of four voices; and the tempo can be changed. As many as four notes may sound at the same time, and any one of the four voices may be displayed on the TV screen as the music is playing. The ATARI 410 Program Recorder or the ATARI 810 Disk Drive may be used to save your songs.

To enter four notes (once the cartridge is in and the computer is on):

- Type E and press the RETURN key.
- Type P and press the RETURN key.
- Type 1 and press the RETURN key (for phrase #1).
- Type Y and press the RETURN key.

The musical staff should now be on the TV screen, so you're ready to enter the notes . . .

- Type C4Q and press the RETURN key.
- Type EE and press the RETURN key.
- Type GE and press the RETURN key.
- Type CH and press the RETURN key.
- Now press SYSTEM RESET,
- Type L and press the RETURN key.

No additional accessories necessary.

My First Alphabet™

This is a new product; check the availability date.

Program Form: One Diskette



Summary:

My First Alphabet introduces young children to the letters of the alphabet, numbers, the computer keyboard, and great computer graphics. The touch of a key on the computer calls up any one of 36 detailed pictures representing a particular letter or number. A main menu allows your customers to choose whether they want their children to work on letters, numbers, or both.

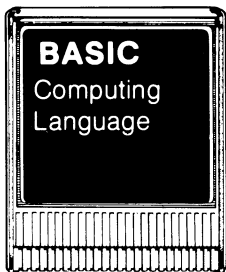
This program is a good one to use for in-store demonstrations, because it has an AUTORUN feature; it will automatically cycle through the 36 different pictures. To do this. . .

Press the SELECT key to indicate AUTORUN

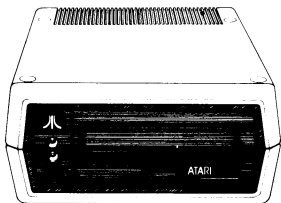
Press the START key to start the demonstration.

What you need to use it . . .

An ATARI BASIC Cartridge



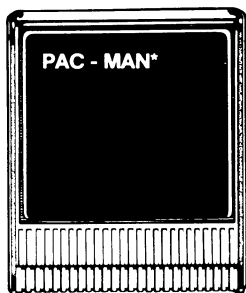
An additional 16K Memory Module



An ATARI 810 Disk Drive

PAC-MAN*

Program Form: One Cartridge

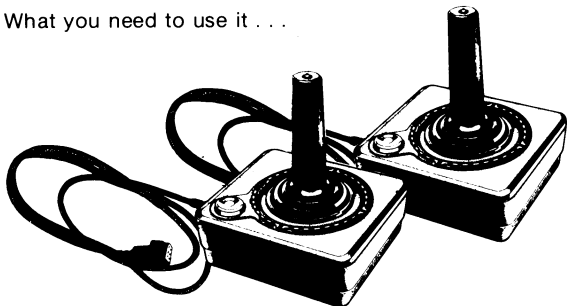


Summary:

This is a great version of the famous arcade game. You must maneuver your PAC-MAN through a maze, eating all of the dots while avoiding the "ghosts". In each corner is a POWER PILL which gives you special strength for a few seconds; the ghosts turn blue and you eat them for extra points. Once you score a certain number of points, special objects (fruit, keys, ATARI symbols) appear. Get these before they disappear, and receive even more points.

Special options allow fast or slow ghosts, and games for one or two people. Insert the PAC-MAN cartridge. Plug a Joystick into Controller Jack 1. Press START to begin game.

What you need to use it . . .



Joysticks

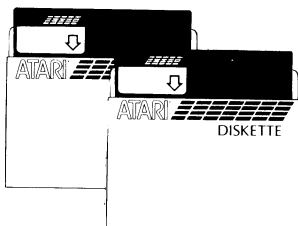
(One to two, depending on the number of players)

*Trademark of Bally Midway Mfg. Co. licensed by Namco-America Inc.

Personal Financial Management System™

This is a new product; check the availability date.

Program Form: Two Diskettes

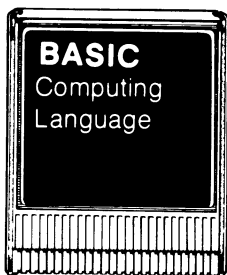


Summary:

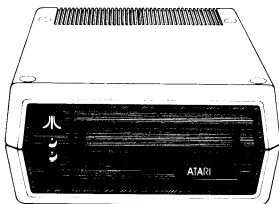
The ATARI Personal Financial Management System is designed to help your customers plan and analyze their budget. It can be used to keep track of all financial transactions, including cash, checking accounts, savings accounts, and credit card use. Records may be displayed by budget category, date, or payee. Charts, and printouts (using an ATARI printer) help analyze budgets by expense category, to see what percentage each one is of the total budget. The program also allows people to use present data to forecast future trends. Besides the two program diskettes, one blank data diskette and an owner's guide are also included in the Personal Financial Management System package.

What you need to use it . . .

An ATARI BASIC Cartridge



An additional 16K Memory Module

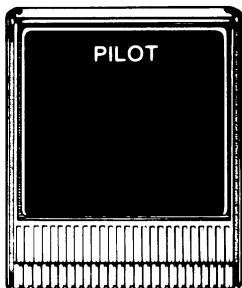


An ATARI 810 Disk Drive

PILOT

(With "Turtle" Graphics)

Program Form: One Cartridge

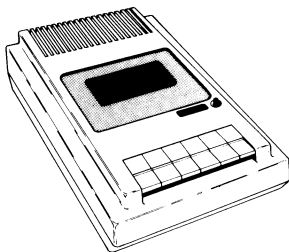


Summary:

PILOT (Programmed Inquiry, Learning Or Teaching) is an easy-to-learn and easy-to-use programming language. It was designed for teachers to use for programs with a lot of interaction between their students and the computer. It is especially good for introducing computer programs to children. ATARI PILOT features a powerful set of simple commands for drawing colorful designs and pictures on the television screen ("turtle" graphics), musical sound generation of up to four voices, and for using the ATARI 410 Program Recorder.

ATARI offers two different PILOT packages, the Educator's Package and the Home Package. Both packages contain the PILOT Cartridge, the Student PILOT Reference Guide, and a Pocket Reference Card. The Educator's Package also contains two demonstration cassettes, a Demonstration Program User's Guide, the PILOT Primer, and a binder.

The ATARI 410 Program Recorder is necessary to use the demonstration cassettes in the Educator's Package.



SCRAM™

(A Nuclear Power Plant Simulation)

Program Form: One Cassette

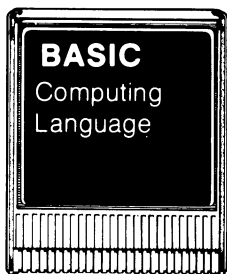


Summary:

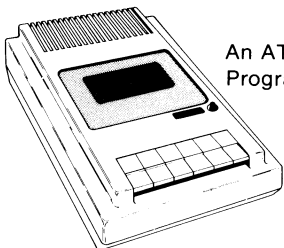
This program is both a game and an educational simulation. The first part of the program creates a nuclear power station on the TV screen and allows you to study the operation of the plant. You can even experiment with "meltdowns" . . . Use the Joystick Controller to move the cursor to the Reactor Cooling System pumps marked "4". Now hold down the red button and pull the stick toward you (down) until a "0" appears. The cooling system pumps are now all turned OFF, and when the temperature reaches 5000° a meltdown will occur. To rebuild the plant press START. The SCRAM game is the second part of the program. This is where you get to test your skill at operating a successful nuclear power plant in the midst of such emergency situations as earthquakes. Should you send in more workers? Fewer workers? Shut down the reactor? It's up to you!

What you need to use it . . .

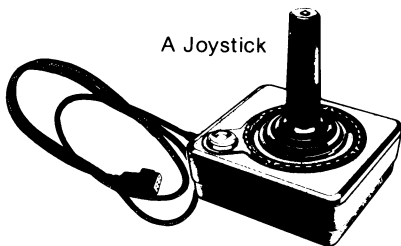
An ATARI BASIC Cartridge



An ATARI 410
Program Recorder

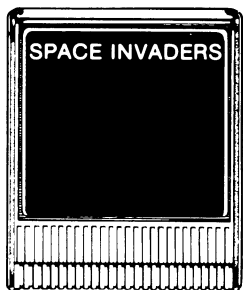


A Joystick



Space Invaders*

Program Form: One Cartridge

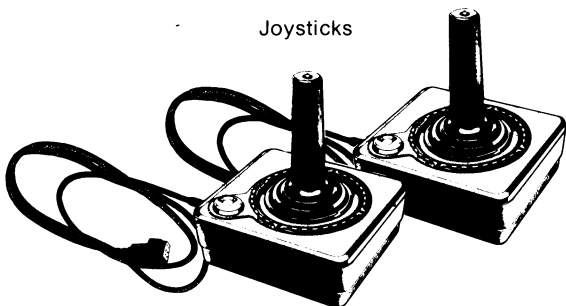


Summary:

The object of this game is to protect the lunar surface, and yourself, from the alien space invaders. Points are scored each time an invader is hit. Use the Joystick to dodge the invaders' attack; fire at them by pressing the red button. The game may be played with one or two players (SELECT controls this) and there are 12 different levels of game difficulty, which you choose by pressing OPTION. Press START to begin the game.

What you need to use it . . .

Joysticks



(One to two, depending
on the number of players)

* Trademark of Taito America Corporation

ATARI Speed Reading

This is a new product; check the availability date.

Program Form: Five Cassettes

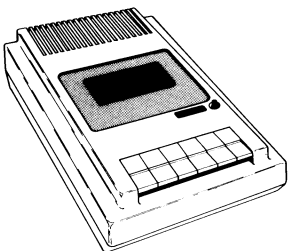
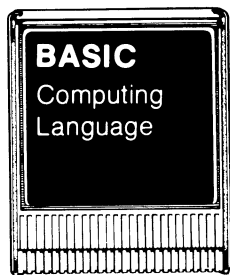


Summary:

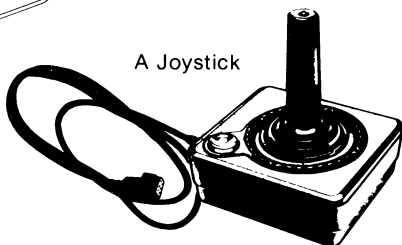
Work to improve your reading speed and comprehension with the ATARI Speed Reading program. This package, which automatically computes your reading rate in words per minute, consists of a workbook and five cassettes. The workbook contains a variety of exercises, reading materials, helpful suggestions, and new ideas to help you read with better understanding. The workbook units are contained on four cassettes, two units per cassette. The fifth cassette is for "maintaining your ATARI speed reading skills". The Joystick Controller is used to change the speed of the words as they appear in the reading window on the television screen.

What you need to use it . . .

An ATARI BASIC Cartridge

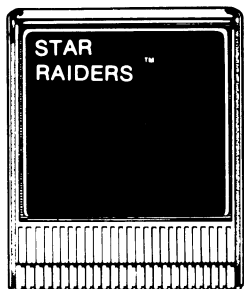


An ATARI 410 Program Recorder



A Joystick

Star Raiders™



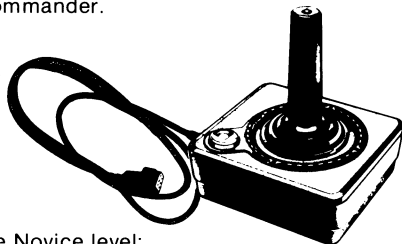
Program Form: One Cartridge

Summary:

The playfield is the entire galaxy. Your mission is to defend the ATARIAN Federation against enemy Zylons. Success, once again, depends upon your Joystick expertise and your skillful keyboard action. Your final rating is determined by your overall accomplishments in space; such things as steady hyperwarping and smooth docking on friendly star bases, determine whether you will be named a Star Commander or a lowly Galactic Cook. SELECT allows you to choose between four levels of difficulty . . . Novice, Pilot, Warrior or Commander.

What you need to use it . . .

A Joystick



To start your mission at the Novice level:

1. Press START on the computer.
2. Type S to put your Shields on.
3. Type C to engage the attack Computer.
4. Type G to display the Galactic chart.

5. Pick out an enemy formation



using the Joystick. (This . . .  . . . is where a friendly starbase is located.)

6. Now, without moving the Joystick, type F (Forward view) and H (Hyperwarp).
7. Once you see the "Red Alert", type 6 (This is your speed.)
8. When you see the enemy

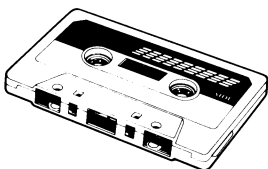


start firing! Press the red button on the Joystick.

This is only the beginning of what you can do with this great game.

States & Capitals

Program Form: One Cassette

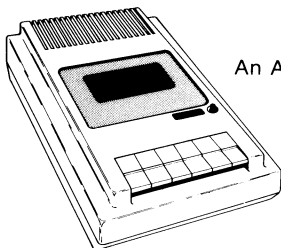


Summary:

States & Capitals is an educational program which teaches the geography of the United States. The computer randomly selects a state, outlines it against the map of the U.S., and then asks you to guess the name of the state and its capital. Your score is based on the number of correct answers. Remember to press the RETURN key after each guess.

What you need to use it . . .

An ATARI BASIC Cartridge



An ATARI 410 Program Recorder

Statistics 1

Program Form: One Cassette

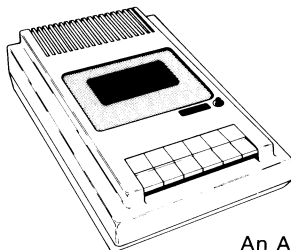
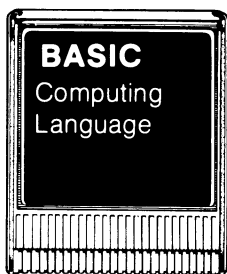


Summary:

This program determines general statistics from the data you enter into the computer. Mean, mode, median, standard deviation, variance, skewness, kurtosis, and root mean square are all calculated in a single process. Data changes may be made quickly and easily using the data editing feature. Your information may be saved on cassette for retrieval at a later time.

What you need to use it . . .

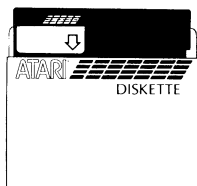
An ATARI BASIC Cartridge



An ATARI 410 Program Recorder

Stock Analysis*

Program Form: One Diskette

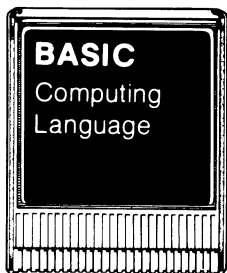


Summary:

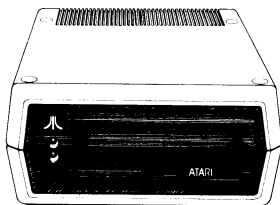
Stock Analysis is an investment tool. Three programs provide evaluation of stock portfolios, stock rate of return, and stock dividend analysis. Users can analyze the performance of a stock over a period of years, and can get printouts of reports with an ATARI printer.

What you need to use it. . .

An ATARI BASIC Cartridge



An additional 16K Memory Module



An ATARI 810 Disk Drive

* A Control Data CYBERWARE™ product manufactured under license from Control Data Corporation © 1980

Stock Charting*

Program Form: One Diskette



Summary:

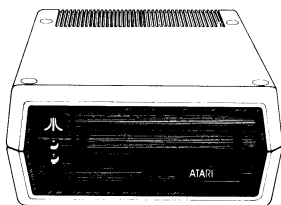
The Stock Charting program is designed for people who are familiar with the Stock Market. It is possible to keep track of up to 50 stocks, list quotes, and graph volumes, highs, lows, and ten-day averages. All information may be stored on the blank diskette provided with this package, and reports may be printed on paper using an ATARI printer.

What you need to use it. . .

An ATARI BASIC Cartridge



An additional 16K Memory Module

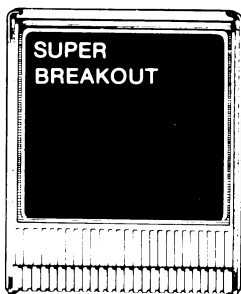


An ATARI 810 Disk Drive

A Control Data CYBERWARE™ product manufactured under license from Control Data Corporation © 1980

Super Breakout™

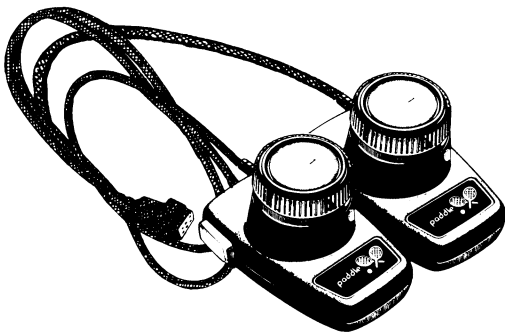
Program Form: One Cartridge



Summary:

Four different Super Breakout games, Progressive, Double, Cavity and Breakout, are chosen by pressing the SELECT key. In every game the object is to break through layers of bricks and knock out the wall. The OPTION key is used to select the number of players in each game; as many as eight may play at one time. Control the paddle on the screen by turning the dial on the Paddle Controller. Press the red button each time you want a ball to be served. For a one-player game, plug a pair of Paddle Controllers into Jack 1 and use whichever controller turns the paddle on the screen. Press START to begin the game.

What you need to use it . . .

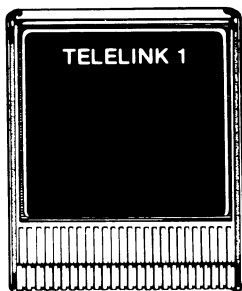


Paddle Controllers

(One to four pairs, depending on the number of players)

TeleLink™ 1

Program Form: One Cartridge



Summary:

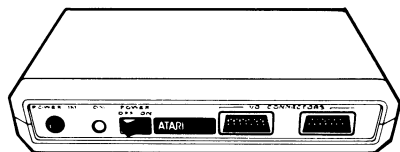
This cartridge and the additional required pieces of hardware allow you to communicate with other computer systems and information networks using a standard telephone to send and retrieve data. Receive the latest stock market reports, see the most recent news stories, or send "electronic mail" to someone a thousand miles away. You can also get a printout of this information using one of the ATARI Printers. TeleLink 1 includes one free hour of connect time with each of the following:

COMPUSERVE INFORMATION SERVICE¹	(800-848-8990)
DOW JONES NEWS/RETRIEVAL SERVICE²	(800-257-5114)
THE SOURCE, AMERICA'S INFORMATION UTILITY³	(800-336-3300)

The "800" toll-free telephone numbers may be used to inquire about rates and local telephone access numbers.

What you need to use it. . .

An ATARI 830 Acoustic Modem



An ATARI 850
Interface Module

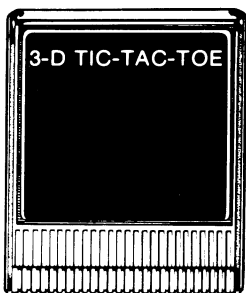
¹CompuServe Information Service is a registered trademark of CompuServe, Inc., an H&R Block Company

²DOW JONES NEWS/RETRIEVAL Service and the name Dow Jones are registered trademarks of Dow Jones & Company, Inc.

³THE SOURCE and AMERICA'S INFORMATION UTILITY are service marks of Source Telecomputing Corporation, a subsidiary of The Reader's Digest Association, Inc.

3-D Tic-Tac-Toe

Program Form: One Cartridge

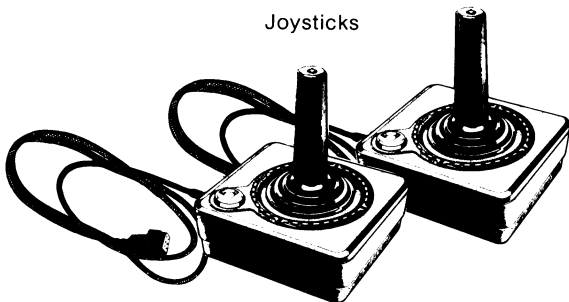


Summary:

This is a three-dimensional computer version of the game Tic-Tac-Toe. The object of the game is to place four X's or four O's in one horizontal, vertical, or diagonal row, using one plane or all four planes. Moves are made with the Joystick, and an X or O is placed in a square by pushing the red controller button. You can play against the computer, or compete with another player. In the one-player game, there are eight different difficulty levels, which you can choose by pushing the SELECT key. Press START and you're ready to play against the computer.

What you need to use it . . .

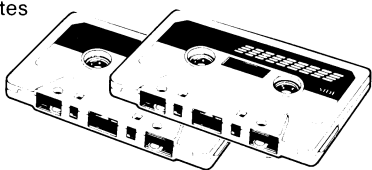
Joysticks



(One or two, depending on the number of players)

Touch Typing

Program Form: Two Cassettes

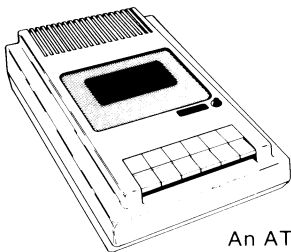


Summary:

Touch Typing is taught in three levels: beginning, intermediate and advanced. Cassette A contains the ATARI Touch Typing program. It supplies you with a variety of different materials for practice while the computer calculates words per minute, number of errors, and drills you on your weak points. You can even set different tempos to help increase your typing speed. Cassette B contains practice text to be used with the advanced level.

What you need to use it . . .

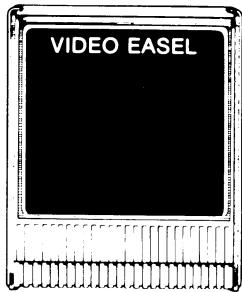
An ATARI BASIC Cartridge



An ATARI 410 Program Recorder

Video Easel™

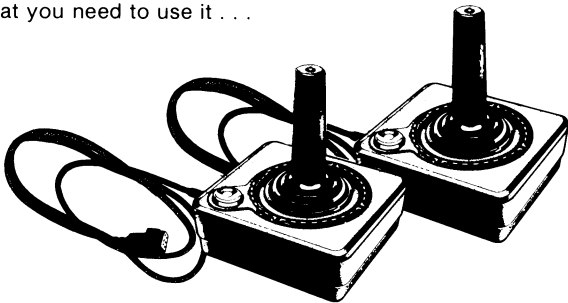
Program Form: One Cartridge



Summary:

You and the Joystick can create imaginative and colorful graphic designs on the television screen with this program. Options include Drawing, Quad Drawing, and Painting. Create a design, and then let the computer take over and elaborate upon it. To do this . . . Plug a Joystick into Controller Jack 1. Now type Q and press the RETURN key. You're now ready for "quad drawing"; simply hold down the red button on the Joystick and move the stick around to create a design. If you would rather let the ATARI 800 Home Computer do the work, type P and press the RETURN key. There is also a game called Life on this program.

What you need to use it . . .

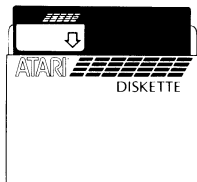


Joysticks

(One to four)

ATARI Word Processor

Program Form: One Diskette



Summary:

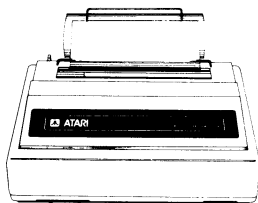
This program turns the ATARI 800 Home Computer into a powerful word processor. Standard 8-1/2 by 11 inch memos, forms, letters, and double column pages are all possible with the ATARI Word Processor. These may be printed using the ATARI 825-Column Printer or any compatible electronic printer. Two of the most important features of any word processor, including the ATARI Word Processor are (1) that documents may be edited without having to retype a whole page, and (2) that documents may be stored on diskette for repeated use. Line spacing, paragraph spacing, type size, margins, and right-hand justification are just some of the features your customers may adjust to meet their particular needs.

The ATARI Word Processor comes with an extra program diskette and a training diskette containing sample documents. The instruction manual consists of a training manual, a reference manual, and a convenient reference card. **This program uses NO cartridge.**

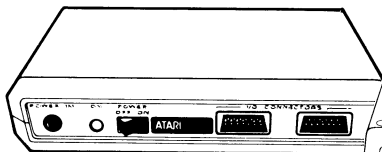
What you need to use it . . .



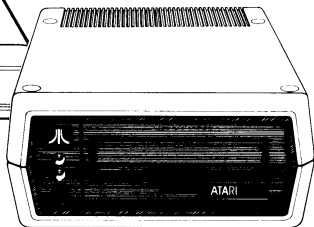
Two additional 16K
Memory Modules



An ATARI 825 80-Column Printer
(Or a comparable printer)



An ATARI 850 Interface Module



An ATARI 810 Disk Drive

Kits

Software packages and accessories may be purchased individually, and some may be purchased at a savings to the customer as part of a kit. This section describes the kits ATARI offers for the ATARI 800™ Home Computer.

The Bookkeeper

The Communicator™

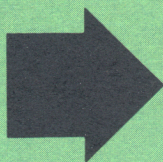
The Entertainer™

and

The Home Manager™

These kits are designed to introduce customers to popular programs. They are especially useful to new computer buyers.

KITS



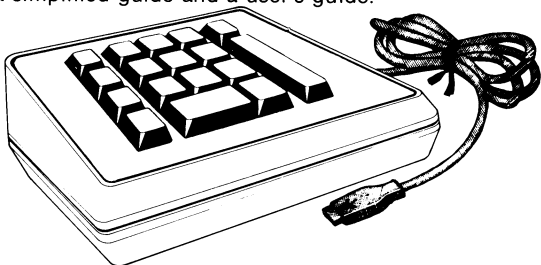
This is a new product; check the availability date.

(continued) But in the end, it's not the price that counts. It's the quality of the product that counts. And the quality of the product is what counts.

ATARI

The Bookkeeper kit includes:

The Bookkeeper program package, containing two program diskettes, a sample data diskette, a blank formatted diskette, a simplified guide and a user's guide.



The Numerical Keypad (CX85)

This is a 10-key keypad that plugs into the first controller jack of the ATARI 800 Home Computer. People who are used to an adding machine will find using this keypad quicker, and easier, than typing a lot of numbers on the computer keyboard.

The Bookkeeper Kit Owner's Guide, which explains how to use the Numerical Keypad with the program.

What you need to use it . . .

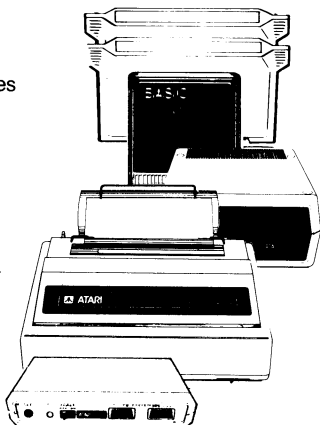
Two additional 16K Memory Modules

The ATARI BASIC Cartridge

The ATARI 810 Disk Drive

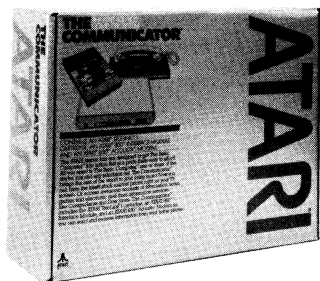
The ATARI 825 80-Column Printer
(Or comparable printer)

The ATARI 850 Interface Module



The Communicator™

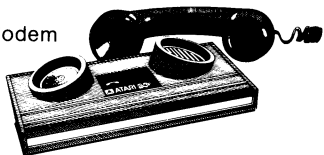
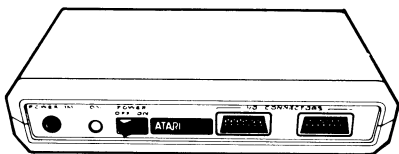
Up-to-the-Minute News
Stock Quotes
Airline Schedules
Political Records
Advanced Computer Languages
Consumer Services
Electronic Mail
... and much, much more.



A world of information is available to customers when they buy The Communicator kit. It includes all the accessories needed to link the ATARI 800 Home Computer to a variety of national computer information services. Customers need only supply two additional items: an account with an information service, and an ordinary telephone.

The Communicator kit includes:

The ATARI 830 Acoustic Modem



The ATARI 850 Interface Module

The TeleLink 1 Cartridge



Plus... One free hour of CONNECT TIME to each of the following:
COMPUERVE INFORMATION SERVICE (800-848-8990)
DOW JONES NEWS/RETRIEVAL SERVICE (800-257-5114)
THE SOURCE, AMERICA'S INFORMATION UTILITY
(800-336-3300)

The Entertainer™

"A great deal for a great time"

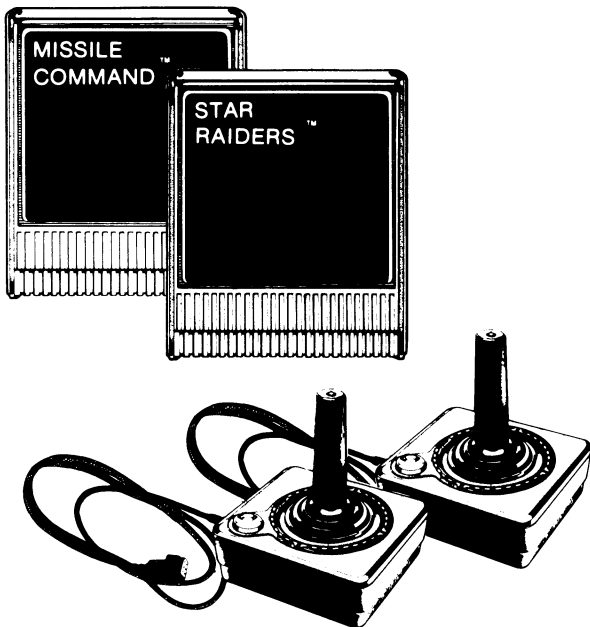


The Entertainer kit introduces people to the great games that have made ATARI a household word.

The Entertainer kit includes:

Two Game Cartridges

(such as Star Raiders™ and Missile Command™)



and
Two Joystick Controllers

The Home Manager™

This is a new product; check the availability date.



This kit combines two home office software packages.

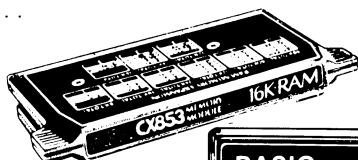
The Home Manager kit includes:

The Home Filing Manager™, which contains one program diskette, one blank data diskette, and an owner's guide. This program uses NO cartridge, and requires only 16K of RAM.

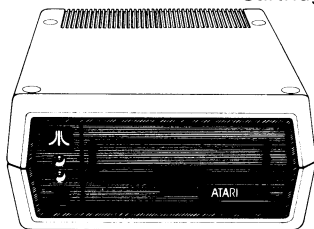
Personal Financial Management System™, which contains two separate program diskettes, one blank data diskette, and an owner's guide. This program is used with the ATARI BASIC Cartridge, and requires 32K of RAM.

What you need to use it . . .

An additional 16K
Memory Module



The ATARI BASIC
Cartridge



The ATARI 810
Disk Drive

Note: Most customers will probably wish to purchase one of the ATARI printers, the ATARI 820 Printer, the ATARI 822 Printer, or the ATARI 825 Printer and ATARI 850 Interface Module, for use with this kit.

In addition to the preceding kits, ATARI offers two kits designed especially for the ATARI 400™ Home Computer. They contain some of the items already included with the ATARI 800 Home Computer, so are recommended for ATARI 400 Computer customers only.

The Educator™

The Educator kit includes:

The ATARI BASIC Cartridge

The States & Capitals Program

The ATARI 410 Program Recorder

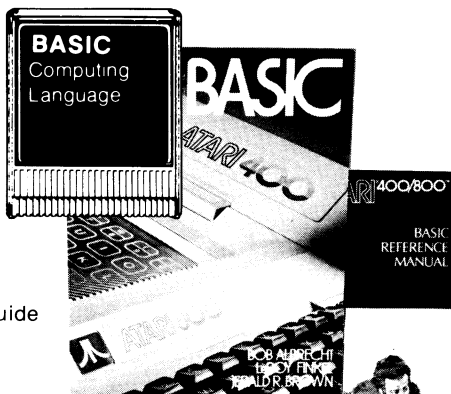


The Programmer™

The Programmer kit includes:

The ATARI BASIC Cartridge

ATARI BASIC,
A Self-Teaching Guide



The ATARI BASIC
Reference Manual



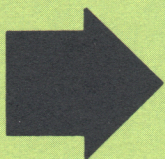
Cables and Cords

What's the most confusing thing about setting up a complete computer system in your home? Most people will probably say it's the cords and cables. . . "Which cable connects to which piece of equipment and which end goes where?"

With the ATARI Home Computer System, although your customers may still be a little apprehensive about how to set up their computer, ATARI has tried to make it easy for them.

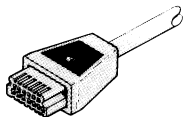
The following section explains how this has been done.

CABLES AND CORDS



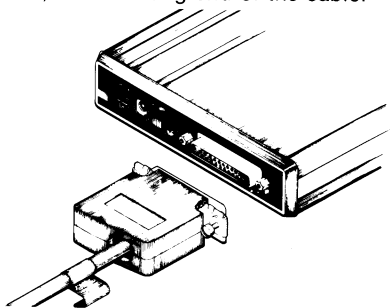
Contemplating Cables and Cords

Cables cannot be plugged in upside down. Every cable used to connect the ATARI 800 Home Computer to its accessories can be plugged in only one way. They cannot be put in upside down.



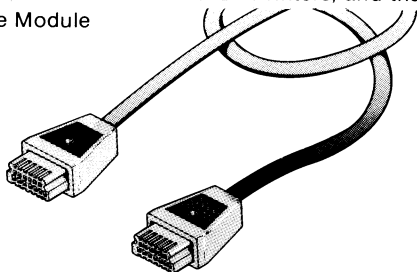
This is true for the Joystick and Paddle Controllers too, so even young children can connect these game controllers to the computer.

No need to force anything. Every cable will go only where it's supposed to go. If a cable doesn't fit into a certain socket, then it's probably the wrong cable, or the wrong end of the cable. For example . . .



The wide end of the ATARI 830™ Acoustic Modem cable will fit only into the socket on the modem. It will not fit into any other socket on any other ATARI Computer accessory.

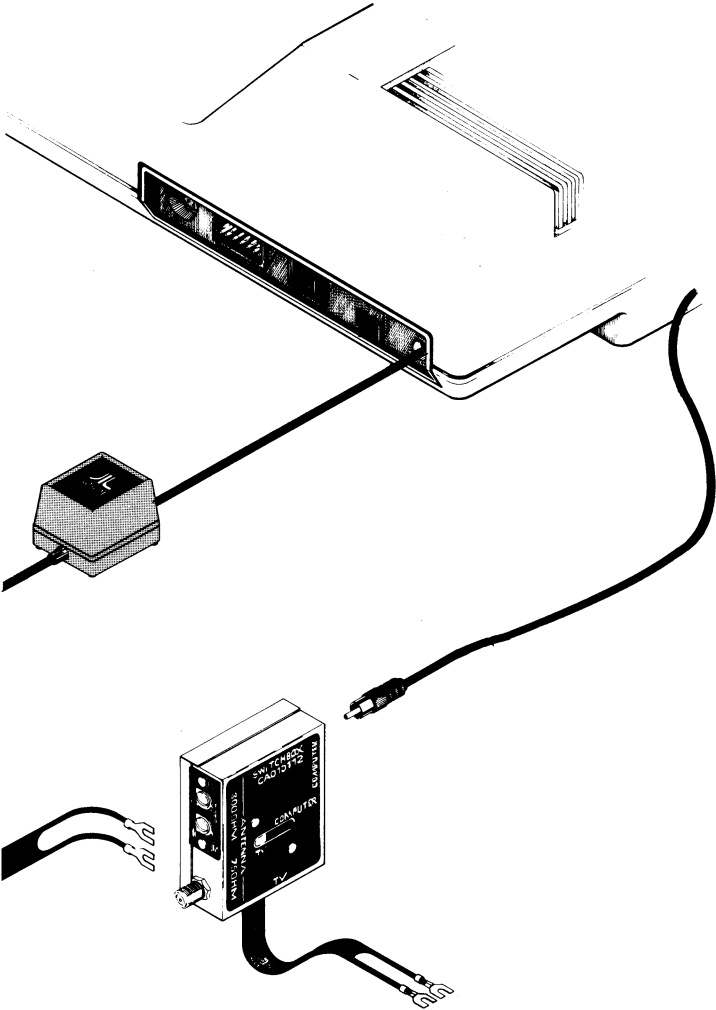
The I/O (Input/Output) Data Cord. This is the one cable that fits into many different sockets. It is used with the ATARI 810™ Disk Drive, the ATARI 820™ and 822™ Printers, and the ATARI 850™ Interface Module



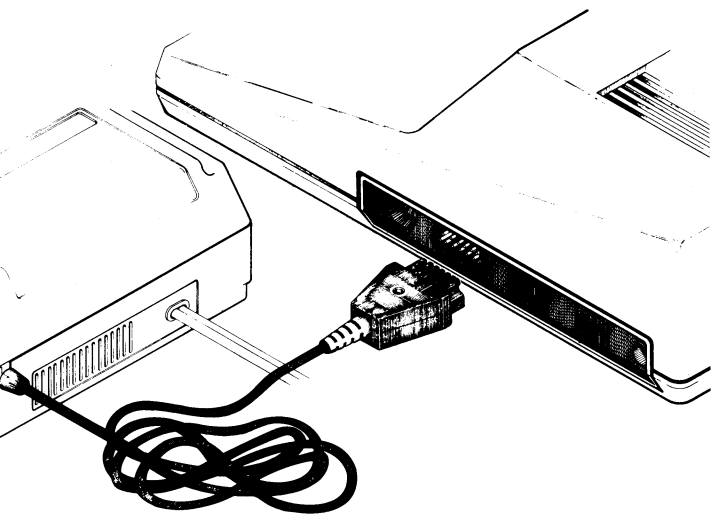
The cables are included. Any accessory your customers buy for their ATARI 800 Home Computer comes with the necessary cables. There is no need to figure out which cable to purchase in order to use the equipment.

The following illustrations show the major ATARI 800 Home Computer products and their associated cables and cords.

The ATARI 800 Home Computer

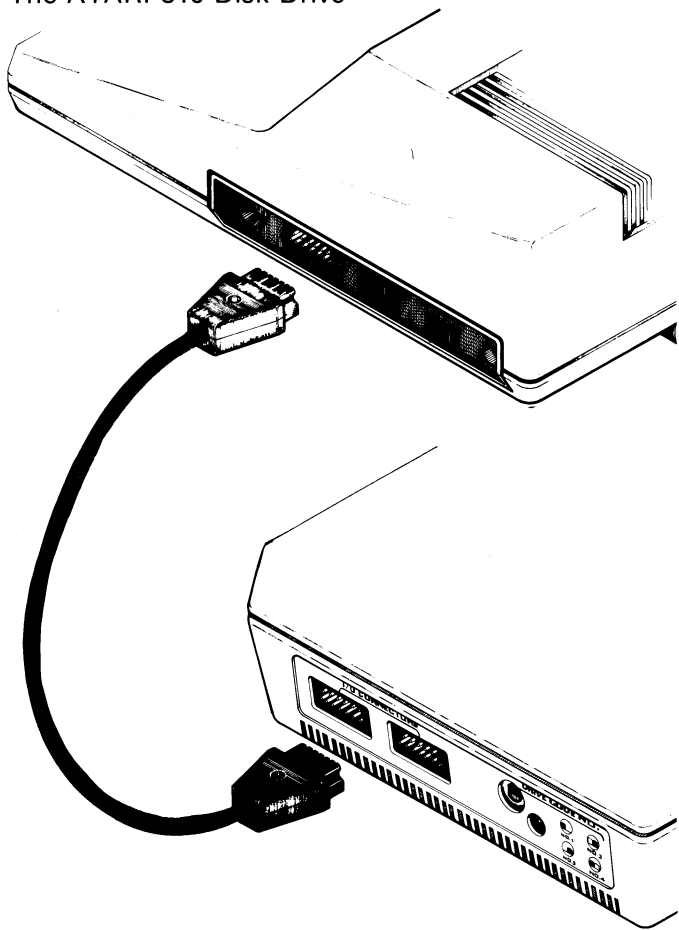


The ATARI 410 Program Recorder



Nothing plugs into the ATARI 410 Program Recorder. Instead, it has an I/O data cord attached to it which plugs into the I/O port on the side of the computer, or many other accessories. The program recorder has a built-in power cord which plugs into an ordinary household outlet.

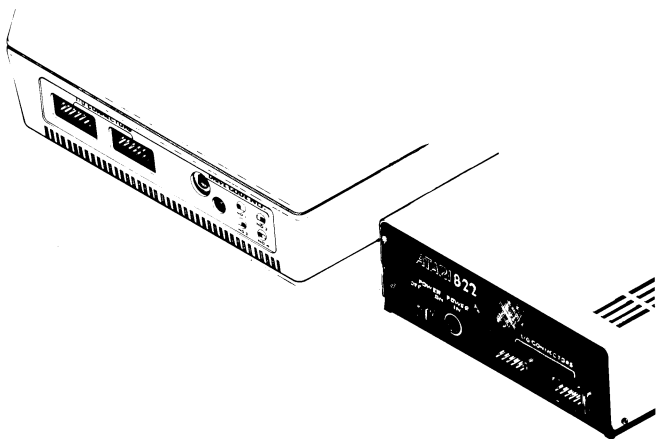
The ATARI 810 Disk Drive



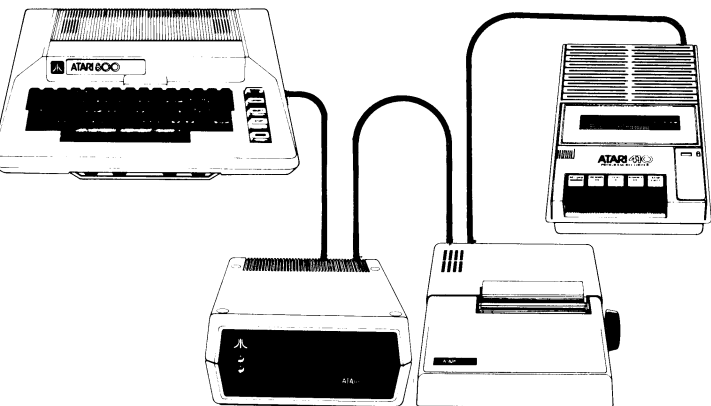
The standard I/O Data Cord is used with the ATARI 810 Disk Drive; one is included with each disk drive.

Daisy Chaining

Many major ATARI accessories (peripherals) have two I/O Data Cord sockets. This is so accessories can be easily connected to each other, and still communicate with the computer. The ATARI 810 Disk Drive is an example of this.

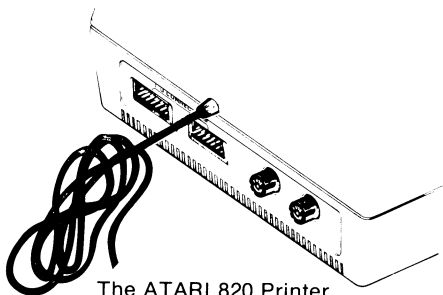


Note: The ATARI 410 Program Recorder does not have two I/O sockets, so it is always at the end of a daisy chain.

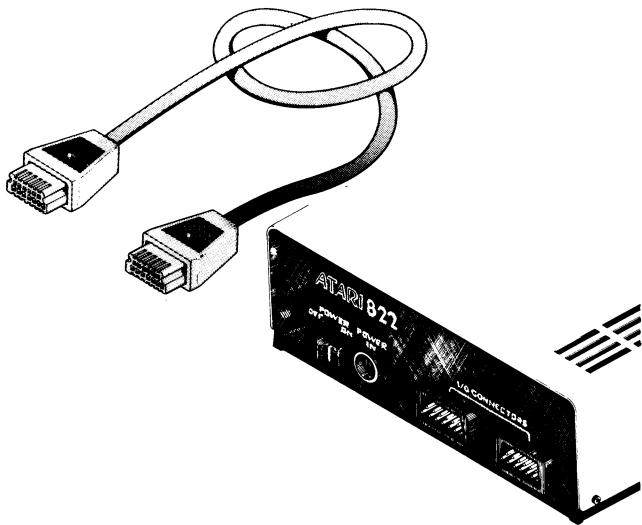


The ATARI 820 40-Column Printer and ATARI 822 Thermal Printer

Like the ATARI 810 Disk Drive, the only cables used with these printers are standard I/O Data Cords; one comes with each printer.



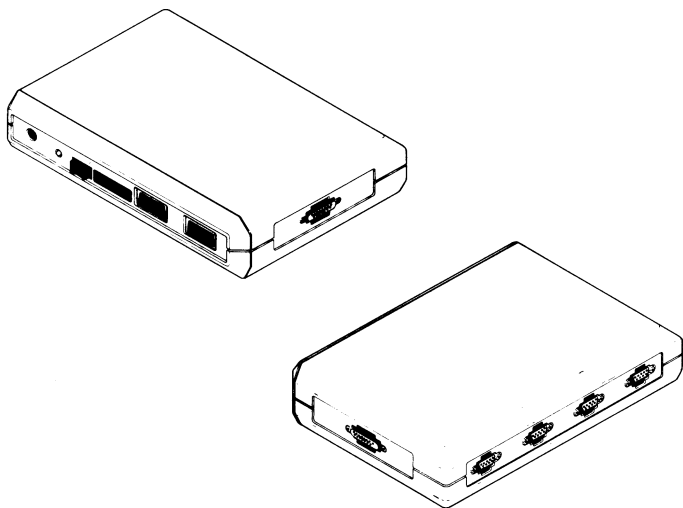
The ATARI 820 Printer has a built-in power cord.



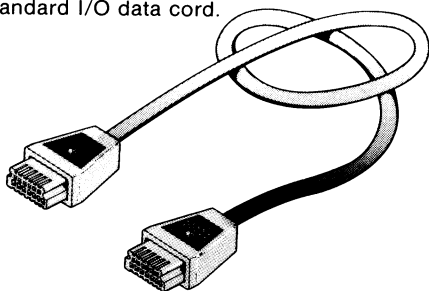
The ATARI 822 Printer uses a power adapter.

The ATARI 850 Interface Module

The beauty of the ATARI 850 Interface Module is that it can be used to connect the computer to many different peripherals at the same time.



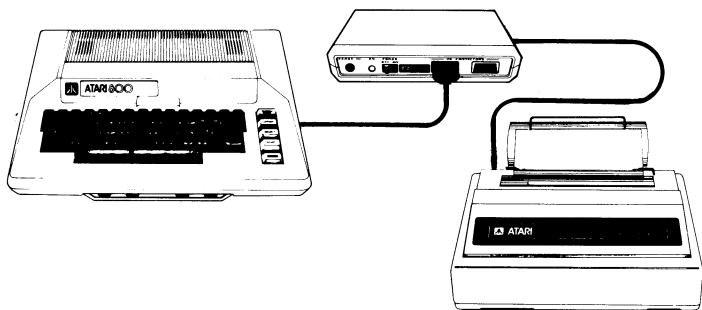
It comes with the standard I/O data cord.



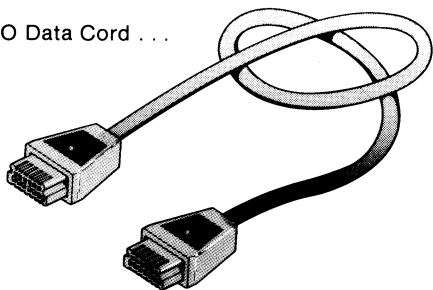
This cable can be used to connect the ATARI 850 Interface Module to the ATARI 400 or 800 Home Computer, the ATARI 810 Disk Drive, and the ATARI 820 or 822 Printers. The ATARI 410 Program Recorder connects to the interface module with its own attached data cord.

The ATARI 825 80-Column Printer

This printer may look a little more complicated than some of the other pieces of equipment, but as far as the cables are concerned, it's not really too tricky. The ATARI 850 Interface Module must be used to connect the ATARI 825 Printer to the ATARI 800 Computer.

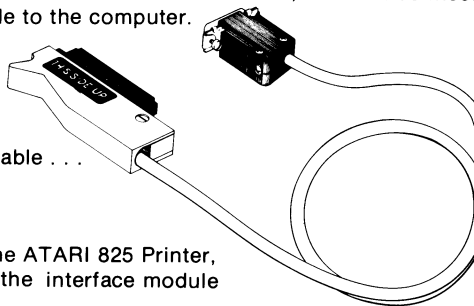


The standard I/O Data Cord . . .



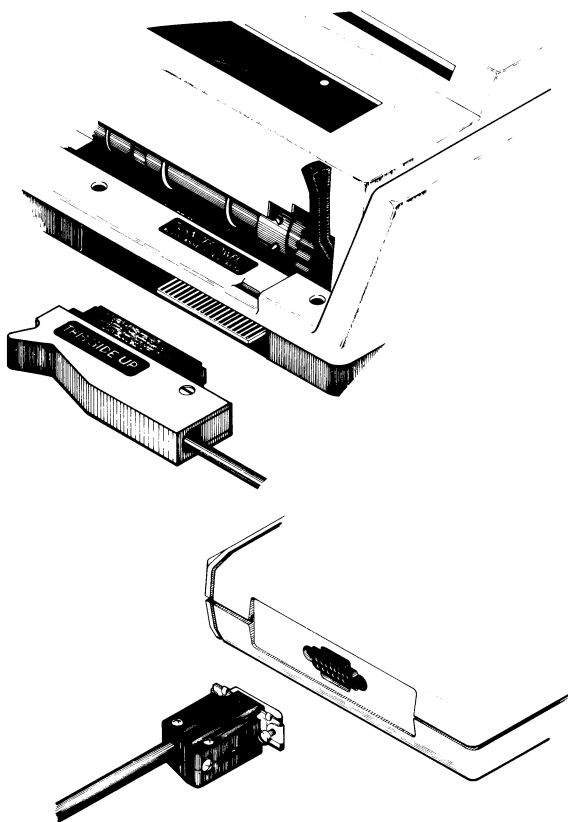
. . . included with the ATARI 850 Interface Module, is used to connect the interface module to the computer.

The printer cable . . .



. . . included with the ATARI 825 Printer, is used to connect the interface module to the printer.

Now for a close-up of the Printer Cable

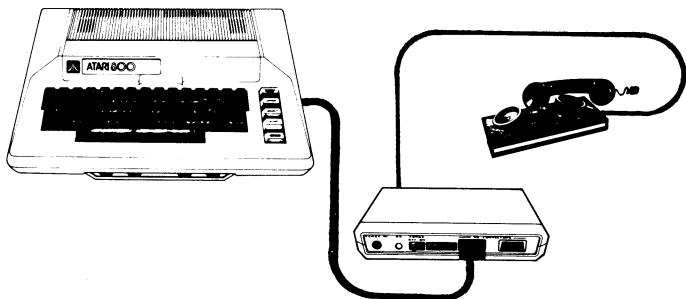


The big blue end connects to the back of the ATARI 825 Printer. This is the one situation where it is possible to attach the end of a cable upside down, but the cable is marked with a warning label, stating **"This Side Up"** to eliminate any confusion. The power on the printer must be turned OFF when attaching this cable.

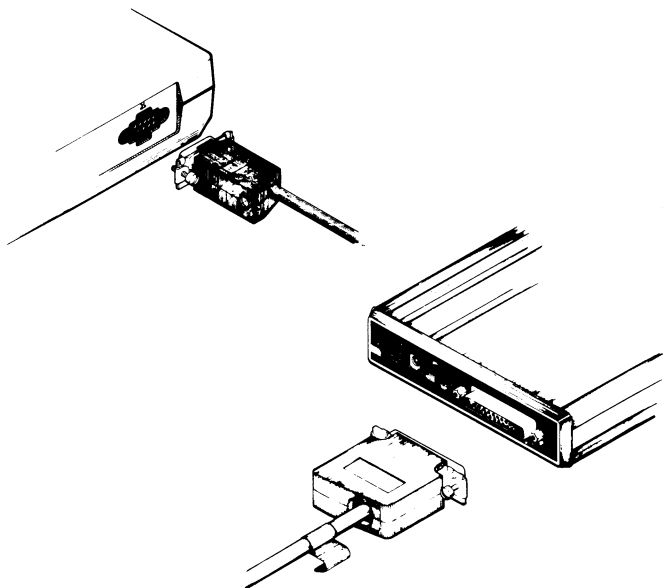
The small end plugs into the socket marked PARALLEL INTERFACE on the ATARI 850 Interface Module.

The ATARI 830 Acoustic Modem

The ATARI 830 Acoustic Modem connects to the ATARI 850 Interface Module in order to communicate with the computer.

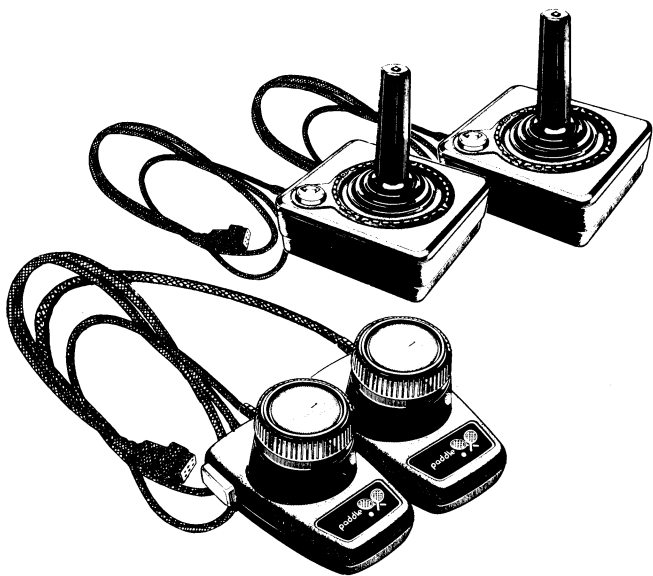


The Interface/Modem Cable, included with the ATARI 830 Acoustic Modem, is used to connect the modem to the interface module.

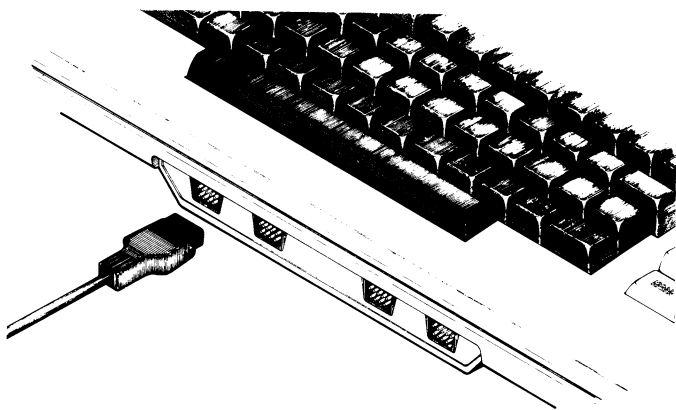


The large end of the Interface/Modem Cable plugs into the end of the ATARI 830 Acoustic Modem. The small end plugs into SERIAL INTERFACE port 1 on the ATARI 850 Interface Module.

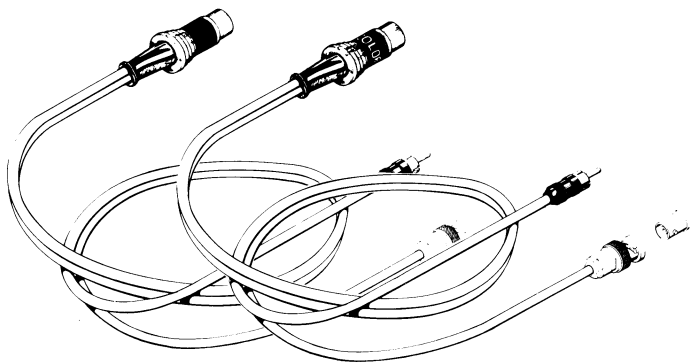
Joystick and Paddle Controllers



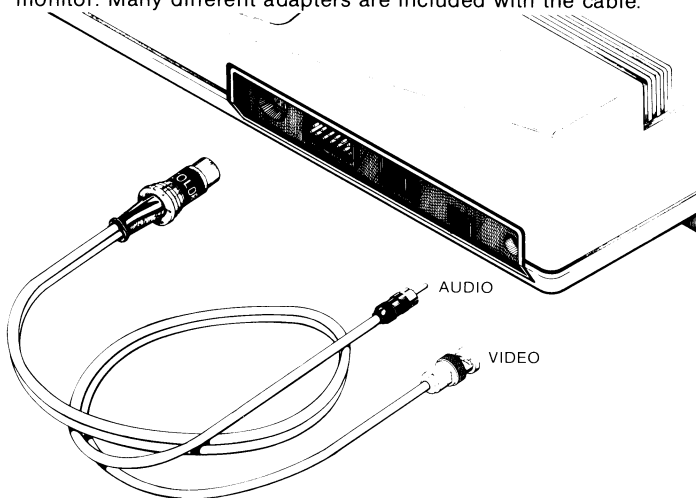
These controllers fit into any of the four controller jacks on the front of the computer console.



The Color and Black and White Monitor Cables



The single cable end, with the five pins inside, fits into the special jack on the side of the ATARI 800 Home Computer marked **MONITOR**. The other end of the monitor cable, which consists of two parts, fits into the **AUDIO** and **VIDEO** inputs of any video monitor. Many different adapters are included with the cable.



The **AUDIO** end of the Monitor Cable may also be plugged into a stereo for great sounds from the ATARI 800 Home Computer.

Product Comparisons

This section compares the ATARI 800™ Home Computer to the . . .

ATARI 400™ Home Computer

ATARI Video Computer System™

Apple II Plus Computer

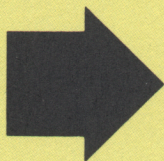
Texas Instruments T.I. 99/4A Computer

and

Radio Shack TRS-80 Model III Computer

All the facts listed here are derived from manufacturer-supplied information available at the time of this printing.

PRODUCT COMPARISONS



Comparing the ATARI 800 Home Computer to the ATARI 400 Home Computer and the ATARI Video Computer System

The ATARI 800 Home Computer and the ATARI 400 Home Computer are very similar in terms of their internal electronics, they are both fully programmable personal computers. The ATARI 800 Computer, however, has the following important additional features . . .

1. EXPANDABILITY TO A FULL 48K OF MEMORY

This allows people to use more complex programs, such as the ATARI Word Processor.

2. A TYPEWRITER-LIKE KEYBOARD

3. A TV OUTPUT AND A MONITOR OUTPUT


Some people prefer the sharper display produced by a video monitor to that produced by a regular television.

The ATARI Video Computer System™ (which most people think of as the ATARI Home Video Game) is called a "computer system" because it has many of the same electronic components as a computer. Because of this, it can make computerized decisions in game play.

The following chart outlines the most outstanding differences between the ATARI 800 Home Computer, the ATARI 400 Home Computer, and the ATARI Video Computer System.



Comparing the ATARI to the ATARI 400 Home Computer and

Standard Features	ATARI 800
Included Items	Owner's Guide TV Switch Box Power Adapter ATARI BASIC Cartridge BASIC Reference Manual ATARI BASIC, A Self-Teaching Guide 
Interchangeable Program Cartridges	YES ATARI 400 & 800 Cartridges are the same
Keyboard	YES (Full-stroke) (61 keys)
User-Programmable	YES
Minimum Programmable Memory	16K
Maximum Programmable Memory	48K
Can be connected to other ATARI Peripherals	YES
Program Cartridge Slots	2
Monitor Output	YES (Color or B&W)
Controller Jacks	4 (On the front)
Interchangeable Controllers	YES
Interchangeable Power Adapters	YES

Comparing the ATARI 800 Home Computer to the ATARI 400 Home Computer and the ATARI Video Computer System

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800 Home Computer the ATARI Video Computer System

ATARI 400	ATARI VCS
Owner's Guide TV Switch Box Power Adapter	 Owner's Guide TV Switch Box Power Adapter 2 Joysticks 2 Paddle Controllers Combat Game Cartridge
YES	NO ATARI 400 & 800 Cartridges will not work with this system, and vice-versa.
YES (Monopanel) (61 keys)	NO
YES	Very limited
16K	
16K	
YES (Not usually used with the disk drive or 80-column printer)	NO (Only Game Controllers)
1	1
NO (TV only)	NO (TV only)
4 (On the front)	2 (On the back)
YES	YES
YES	NO

ATARI 800 Computer Strong Points

- The ATARI 800 Home Computer costs less than the Apple II Plus Computer.
- It uses program cartridges which make changing from one program to another quick and easy.
- No additional equipment is necessary to connect the ATARI 800 Computer to any color or B&W television.
- INSERT and DELETE keys make screen editing easy.
- Four controller jacks are located on the front of the computer console. (There is only one on the Apple II Plus, located inside the computer.)
- All internal components are protected from “curious” fingers. (Chips, sockets, and the power supply are exposed when the top cover is removed on the Apple II Plus.)
- Three custom-designed chips give the ATARI 800 Home Computer superior sound and graphics.
- ATARI Memory Modules™ can be installed in seconds by the customer. (Apple memory expansion consists of placing bare chips directly on printed circuit boards inside the computer.)
- ATARI supports a wide variety of quality software direct from the factory.

Apple II Plus Computer Strong Points

- Apple Disk Drives have greater storage capacity than the ATARI 810™ Disk Drive.
- Expansion boards allow the Apple II Plus to use more business programs.
- There are currently more software titles available for the Apple II Plus Computer from independent (third party) companies.
- With the purchase of additional accessories, the Apple II Plus can be expanded past 48K.

Comparing the ATARI 800 Computer to the Apple II Plus Computer

Standard Features	ATARI 800	Apple II Plus
Minimum Memory (RAM)	16K	16K
Maximum RAM	48K	48K
Display	40 characters across 24 characters down	40 characters across 24 characters down
Highest Resolution	320 dots across 192 dots down	280 dots across 192 dots down
Graphics Modes	9	2
Text Modes	3	1
Colors	128	16
Sound Registers (Voices)	4	1
Keys	61	52
Lower Case Letters	YES	NO
Can Use Program Cartridges	YES	NO
Controller Jacks	4	1
Custom Chips	3	0

ATARI 800 Computer Strong Points

- Forty characters are displayed across each line.
- Three custom designed chips provide superior graphics.
- No additional equipment is needed to connect it to a color or B&W television.
- The ATARI 800 Computer offers 128 colors.
- ATARI Memory Modules can be installed by the customer in seconds, and are located under a protective cover. (The T.I. memory expansion unit is a separate box with a separate power supply, which sits next to the computer.)
- The power shuts off automatically for insertion and removal of program cartridges.
- ATARI has a large variety of home computer accessories and software for sale now. The system has remained basically the same since its introduction, and the products have a proven track record.

Texas Instruments 99/4A Strong Points

- The suggested retail price of the 16K computer is less than the ATARI 800 Computer with 16K of RAM.
- Sound generators provide a range of over 300 notes with 30 volume levels.

Comparing the ATARI 800 Computer to the T.I. 99/4A Computer

Standard Features	ATARI 800	T.I. 99/4A
Minimum Memory (RAM)	16K	16K
Maximum RAM	48K	48K
Display	40 characters across 24 characters down	32 characters across 24 characters down
Highest Resolution	320 dots across 192 dots down	256 dots across 192 dots down
Graphics Modes	9	2
Text Modes	3	2
Colors	128	16
Sound Registers (Voices)	4	3
Keys	61	48
Lower Case Letters	YES	YES
Can Use Program Cartridges	YES	YES
Controller Jacks	4	2
Custom Chips	3	1

ATARI 800 Computer Strong Points

- The ATARI 800 Home Computer is a color computer with nine different graphics modes and three text modes.
- The suggested price is less than that of the TRS-80 Model III.
- ATARI Memory Modules can be installed by the customer in seconds. (The TRS-80 Model III must be sent to a Radio Shack Computer Center for memory upgrade.)
- Four voices provide great music and sound effects.
- All characters may be redesigned by the customer to meet special needs.
- INSERT and DELETE keys make changing and adding information quick and easy.
- The ATARI 800 Home Computer may be connected to any color or B&W television without additional equipment. (The TRS-80 Model III must be used with the built-in B&W monitor.)
- Detailed graphic displays can be created with the ATARI 800 Computer because of its high resolution.

TRS-80 Model III Strong Points

- It has a built-in 12-key numeric pad for fast number entry.
- The text display allows 64 characters to be displayed across the screen.

Comparing the ATARI 800 Computer to the TRS-80 Model III Computer

Standard Features	ATARI 800	TRS-80 Model III
Minimum Memory (RAM)	16K	16K
Maximum RAM	48K	48K
Display	40 characters across 24 characters down	64 characters across 16 characters down
Highest Resolution	320 dots across 192 dots down	128 blocks across 48 blocks down
Graphics Modes	9	1
Text Modes	3	1
Colors	128	B&W only
Sound Registers (Voices)	4	0
Keys	61	71 (Including keypad)
Lower Case Letters	YES	YES
Can Use Program Cartridges	YES	NO
Controller Jacks	4	0
Custom Chips	3	0

Advice to the Salesperson

and

Common Customer Questions

This section gives you the best answers to the most common questions customers may have, plus a few helpful tips on selling and displaying the ATARI 800™ Home Computer.

**ADVICE
AND
COMMON
QUESTIONS**



Advice To The Salesperson

One of the most important things about selling a home computer is displaying it well in the store. A computer that isn't doing anything, or one that is connected to a television that is turned off, will not attract customers

ATARI provides an in-store demonstration program, which comes both on diskette for the ATARI 800 Home Computer and in cartridge form for use with either the ATARI 400 or 800 Computer. This program highlights the capabilities of the computer, describes what it can be used for, and talks about customer service. It also invites your customers to enter their name, by typing it on the computer keyboard, so it appears on the TV screen.

The In-Store Demonstration Program diskette requires 48K of RAM, and is used without a cartridge.

In addition to this demonstration cartridge and diskette, many of the ATARI Computer programs make good in-store demonstrations.

The Video Easel Cartridge is very easy to use and is good for continuous colorful graphic displays on the TV screen . . .

1. Insert the Video Easel Cartridge into the left cartridge slot. You should see a menu on the TV screen now.
2. Type P3 and press the RETURN key.
It's just that simple to do, and there are many other designs that are just as simple to create. Try typing Q (RETURN) and then P (RETURN).

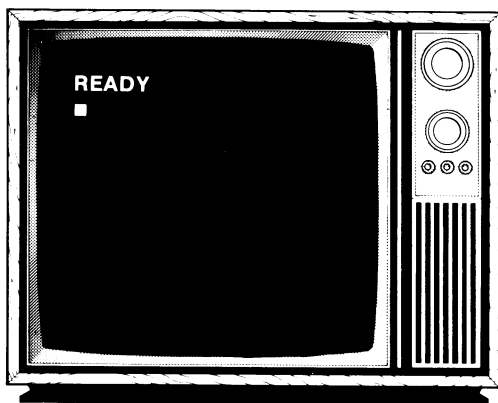
And of course . . .

Quick Demos With The ATARI Basic Cartridge

Since the ATARI 800 Home Computer comes with a BASIC cartridge, you should have no problem finding one to use for demonstrations. The following BASIC programs are simple to enter into the computer and will show off the text and graphics features of the ATARI 800 Computer . . .

Gently but firmly insert the ATARI BASIC Cartridge into the left slot of the ATARI 800 Home Computer and turn the computer ON.

The TV screen should now look like this . . .



Some helpful notes:

1. The numbers at the beginning of the lines are called "line numbers"; they are a very necessary part of any computer program so the computer knows which step to do first and which to do next.
2. Remember to press the RETURN key after completing each program line.
3. This Ø stands for the number zero on the top row of the keyboard, not the letter O.
4. Press the BREAK key or the SYSTEM RESET key to stop your program. This stops the program but does not erase it from memory; all you have to do to run it again is type RUN and press the RETURN key.
5. Type NEW and press the RETURN key to erase one program before writing another.

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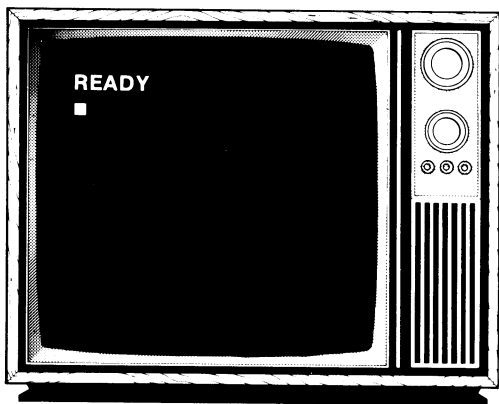
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5. Type NEW and press the RETURN key to erase one program before writing another.

Remember to press the RETURN key after each line.

READY

```
10 GRAPHICS 8+16
20 COLOR 1
30 SETCOLOR 2,0,0
40 FOR X=0 TO 319 STEP 3
50 PLOT X,191:DRAWTO 160,0
60 NEXT X
70 GOTO 10
RUN■
```

READY

```
10 DIM A$(15)
20 PRINT "WHAT'S YOUR FIRST NAME ";
30 INPUT A$
40 GRAPHICS 7+16
50 Z=2:Y=5:X=155
60 PLOT X,Y
70 X=X+2*Z
80 SOUND 0,X,14,8
90 DRAWTO X,Y
100 Z=Z-(2*Z)
110 Y=Y+Z
120 DRAWTO X,Y
130 IF Z>0 THEN Z=Z+2
140 Z=Z-3
150 IF Y<70 THEN 70
160 FOR DD=1 TO 100:SOUND 3,DD,6,10
170 GRAPHICS 2+16:POSITION 3,8
180 PRINT #6;"HELLO, ";A$:NEXT DD
190 FOR XYZ=1 TO 20:NEXT XYZ
200 GOTO 40
RUN■
```

These programs will give your customers an idea of some of the different graphics modes available.

Questions from New Computer Buyers

If your customer has never owned a computer before, you're probably going to hear . . .

PROGRAMS FOR THE ATARI 800 HOME COMPUTER

Q. If I don't want to learn computer programming, can I still use the ATARI 800 Home Computer?

A. **Yes. There is no need to learn programming. ATARI sells a wide variety of pre-written programs for the 800 Computer.**

Q. Are there other programs available for the ATARI 800 Home Computer?

A. **Yes. There are many other programs available, offered by APX, as well as independent companies and programmers.**

Q. What is APX?

A. **APX is the ATARI Program Exchange. APX helps independent ATARI computer programmers to develop new programs, with technical assistance. APX also publishes a catalog of user-written programs, with useful information on each one, and tells you how to buy them. The purpose is to offer an even greater variety of quality programs to the ATARI Computer owner.**

Q. Can I use programs written for a different computer on the ATARI 800 Computer?

A. **Not usually. Computer programs are written for a specific computer, and usually cannot be run on another computer without at least some modification.**

WHAT CAN COMPUTERS DO?

- Q.** Will the ATARI 800 Home Computer help me . . .
- . . .do my taxes?
 - . . .keep my records?
 - . . .balance my budget?
 - . . .draw blueprints?
 - . . .make investment decisions?

This is tricky, because you don't want to mislead customers into thinking the ATARI 800 Computer can do everything, but you don't want to underplay the computer's capabilities, either. A way to handle this is to say. . .

A. There are many things the ATARI 800 Computer can do, but you have to have the right program. There are many pre-written programs available, or you might be able to write your own program for a unique problem. It's a good idea to look through the ATARI Home Computer Product Catalog or the APX Catalog for programs to suit your needs.

LEARNING TO USE THE COMPUTER

Q. Is it hard to learn computer programming?

A. Not really. **BASIC**, the most popular computer language, was designed with the beginner in mind. Most people can pick up the key concepts pretty quickly, in a matter of days or weeks, by using **ATARI BASIC: A Self-Teaching Guide**, which comes with the **ATARI 800 Computer**. After that, you can learn as you go, by using the computer, with the **ATARI BASIC Reference Manual** at your side.

Q. Are there any other ways to learn BASIC?

A. **ATARI** offers the **Invitation to Programming** cassette programs. They provide a step-by-step course in **ATARI BASIC**, with lessons and practice guided by a voice track. Also, because of the growing popularity of personal computing, many high schools and local colleges offer courses in **BASIC**.

Q. Can I use what I learn about **ATARI BASIC** on other computers?

A. Yes. About 90% of **BASIC** is the same for all computers. The small differences that exist can be learned very quickly, once you are familiar with this computer language.

Q. How do I get in touch with other people who can help me, or trade programs with me?

A. There are **Users Groups** for **ATARI Computer** owners in almost every city or area. They are made up of people who want to share what they learn about **ATARI Computers**. **ATARI** will help you find such a group, or even form one. Call the toll free **ATARI Customer Service** numbers for more information on **User's Groups** in your area.

Q. I keep hearing about **RAM** and **ROM** in computers, what do these terms mean:

A. **RAM** stands for **Random Access Memory**. **RAM** is the user programmable memory of the computer; programs that you load into the computer, and programs that you write yourself, are stored here. The storage is only temporary, however. Once the computer is turned **OFF**, whatever is stored there is lost. That's why it's necessary to save programs on cassette or diskette for permanent storage.

ROM, on the other hand, stands for **Read Only Memory**. **ROM** does provide permanent storage of information. **ATARI Program Cartridges** are an example of **ROM** storage; programs stored in them cannot be altered or erased.

USING CASSETTE PROGRAMS

Q. I already have a cassette recorder, can I use it instead of the ATARI 410 Program Recorder?

A. No. The **ATARI 410 Program Recorder** is a special cassette recorder which was designed specifically for use with ATARI Home Computers to provide optimal program storage and retrieval with cassettes.

ATARI 400/ATARI 800

Q. Can I use all my ATARI 400 Computer programs with the ATARI 800 Computer?

A. Yes. All programs used with the ATARI 400 Computer may be used with the ATARI 800. But because the ATARI 800 can be expanded to 48K RAM, some of the programs used with this computer may not be used with the ATARI 400.

Technical Questions

(From The Seasoned Computer Customer)

Q. Is the ATARI 800 Home Computer CP/M compatible?

A. No. The ATARI 800 Home Computer is designed primarily for use in the home, the school, and the home office, not businesses.

Q. How many disk drives can be used with the ATARI 800 Home Computer at one time?

A. Up to four disk drives may be connected to the computer. Most people, however, use no more than two- one to load programs into the computer and the other to make back-up copies of programs.

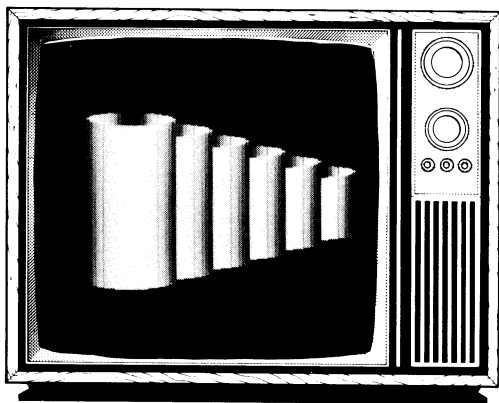
Q. What is the difference between DOS II and DOS I?

A. DOS II is an updated version of DOS I. It is more powerful than DOS I and it leaves more memory available for programming.

Q. What is GTIA?

A. GTIA (Graphics Television Interface Adapter) is the new custom-designed chip in both the ATARI 400 and 800 Home Computers. It provides all of the capabilities of the previous graphics chip (the CTIA - Color Television Interface Adapter), but has three additional graphics modes. The extra modes make it possible to put more colors on the screen at one time.

The following picture gives you an idea of some of the displays which can be created by an advanced programmer.



GRAPHICS 9 allows 16 shades of any 1 of 16 colors. Try this program and remember to press the RETURN key after each line . . .

READY

```
10 GRAPHICS 9
20 FOR X=1 TO 100
30 COLOR X
40 PLOT 2,X:DRAWTO 79,X
50 NEXT X
60 GOTO 60
RUN■
```

GR. 10 allows 8 colors of any color and brightness combination.

GR. 11 allows 16 colors on the TV screen at one time. Try the GRAPHICS 9 program above but change line 10 to read . . .10 GR.11

READY

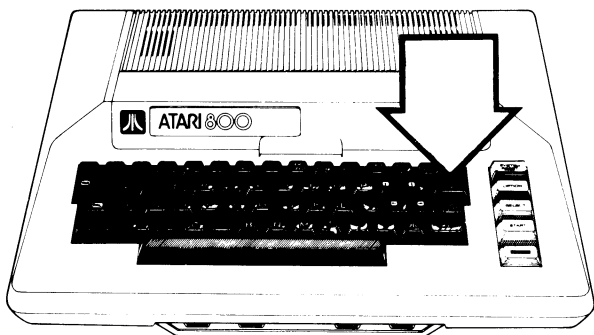
```
10 GRAPHICS 9
20 FOR G=1 TO 2
30 IF G=2 THEN 100
40 FOR X=0 TO 79 STEP 2
50 COLOR X:POKE 77,0
60 PLOT X,191:DRAWTO 40,0
70 NEXT X
80 NEXT G
90 GOTO 10
100 GRAPHICS 11:GOTO 40
RUN■
```

Use this program to show off some of the colors and shades provided by the new ATARI graphics chip.

Problems You Might Encounter

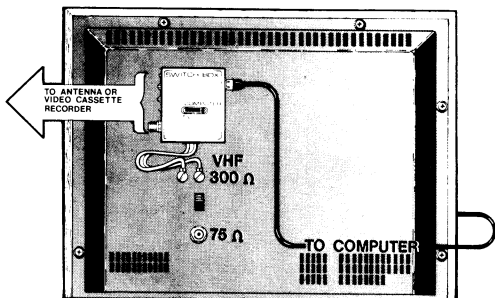
If you're in the middle of a BASIC program and nothing is happening did you remember to . . .

PRESS THE
RETURN **KEY**



Television Display Problems

1. Check to see that the RF cable (the long thin black cord coming out of the back of the computer) is plugged into the switch box at the back of the television, and the switch is set to "COMPUTER" or "GAME".



2. If you have a "75/300 ohm" switch on the back of your TV, switch it to see if the picture improves.
3. Make sure the channel 2/3 select switch at the side of the computer and the TV channel are set to the same channel. (Occasionally it is necessary to fine tune the TV; this may also improve the colors for a better display.)

Not Enough Memory

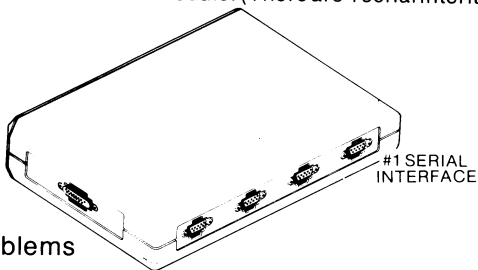
Anytime you have trouble loading a program, make sure you have the proper amount of RAM in the computer. With some programs, the computer will tell you when there is not sufficient memory; an ERROR message, such as ERROR 147, will appear on the screen. If this happens, insert additional 16K Memory Modules.

TeleLink ERROR Messages

1. If you get this type of ERROR message when using a TeleLink I Cartridge, make sure that the power on the ATARI 850 Interface Module is ON. The interface module should be turned ON before the computer.



2. Also check to see that all cables are properly connected. The cable connecting the ATARI 830 Acoustic Modem to the ATARI 850 Interface Module must be plugged into the #1 SERIAL INTERFACE port on the back of the interface module. (There are 4 serial interface ports.)



Printer Problems

1. ERROR 138 - Make sure that the printer you are using is turned ON and that it is properly connected to the computer.

2. ERROR 130 or ERROR 132 - Make sure you are using the correct commands to list out something on the printer. To print out a BASIC program with the printer . . .

Type: LIST "P: and press the RETURN key

PRICE WORKSHEET

PRICES

ATARI 800 Home Computer
(with 16K RAM and ATARI BASIC Cartridge)

Accessories

ATARI 410 Program Recorder
ATARI 810 Disk Drive
ATARI 820 40-Column Printer
ATARI 822 Thermal Printer
ATARI 825 80-Column Printer
ATARI 830 Acoustic Modem
ATARI 850 Interface Module

16K Memory Module
Paddle Controller (Pair)
Joystick Controller (Pair)
Joystick Controller (Single)
Numerical Keypad
Interface/Terminal Cable
Monitor Cable (Color Monitor)
Monitor Cable (Black & White Monitor)
ATARI 825 80-Column Printer Paper (Roll Paper)
ATARI 810 Blank Diskettes

ATARI 400/800 Technical Reference Notes
PILOT Primer
Operating System Source Listing
Disk Operating System Utilities Source Listing (DOS II)
THE ATARI CONNECTION

Kits

THE BOOKKEEPER
THE COMMUNICATOR
THE EDUCATOR
THE ENTERTAINER
THE HOME MANAGER
THE PROGRAMMER

Programs

An Invitation to Programming 1
An Invitation to Programming 2
An Invitation to Programming 3
Assembler Editor
Asteroids
ATARI BASIC

Basketball	_____
Biorhythm	_____
Blackjack	_____
Bond Analysis	_____
The Bookkeeper	_____
Caverns of Mars	_____
Centipede	_____
Computer Chess	_____
Conversational French	_____
Conversational German	_____
Conversational Italian	_____
Conversational Spanish	_____
Energy Czar	_____
European Countries & Capitals	_____
Graph It	_____
Hangman	_____
Home Filing Manager	_____
Kingdom	_____
ATARI Macro Assembler and Program-Text Editor	_____
Mailing List	_____
Master Diskette II	_____
ATARI Microsoft BASIC	_____
Missile Command	_____
Mortgage & Loan Analysis	_____
Music Composer	_____
My First Alphabet	_____
PAC-MAN	_____
Personal Financial Management System	_____
ATARI PILOT Home Package	_____
ATARI PILOT Educator's Package	_____
SCRAM (A Nuclear Power Plant Simulation)	_____
Space Invaders	_____
ATARI Speed Reading	_____
Star Raiders	_____
States & Capitals	_____
Statistics 1	_____
Stock Analysis	_____
Stock Charting	_____
Super Breakout	_____
TeleLink 1	_____
3-D Tic-Tac-Toe	_____
Touch Typing	_____
Video Easel	_____
ATARI Word Processor	_____

Use this worksheet to keep track of any sales or specials your store might have.

ATARI Customer Relations

ATARI provides toll-free telephone numbers to put customers in touch with Consumer Product Service personnel. In addition to answering technical questions about ATARI Home Computers, ATARI Customer Relations can give the address of the nearest ATARI Factory Authorized Service Center, and ATARI Computer Retailers.

800-672-1404 (Inside California)

800-538-8543 (Continental United States)

Mailing Address:
ATARI Customer Relations
1312 Crossman Drive
Sunnyvale, CA 94086

ATARI maintains a network of ATARI Factory Authorized Service Centers, and ATARI Regional Service Centers in California, Illinois, New Jersey, and Texas.

APX Information

For your customers who would like to find out more about the ATARI Program Exchange, or order APX programs, the toll-free numbers are:

800-672-1850 (Inside California)

800-538-1862 (Continental United States)

Warranty Information

ATARI extensively tests their Home Computer products at the factory to ensure that all ATARI Computer products are reliable. ATARI backs all Home Computer equipment with a 90-day limited warranty. The same warranty period applies to the media (i.e., cassette, diskette or cartridge) on which ATARI Home Computer programs are stored, but not to the programs themselves. These are distributed on an "as-is" basis (consult your warranty card for further information). The ATARI Home Computer Division reserves the right to make changes from time to time, without notice or obligation, in prices, specifications, colors and materials, and to change or discontinue models.



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